

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

NOVEMBER 2019

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WITH UPDATED
RULES

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AND TACTICS

INTERVIEW
WITH AUTHOR
DAN ABNETT

AND MUCH
MORE FOR



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EXCLUSIVE SUBSCRIBER COVERS!

If you subscribe to *White Dwarf*, you may have noticed that you have a different cover on your magazine compared to the ones found in shops.

Subscriber copies feature a piece of artwork without the contents listing down the side, allowing you to appreciate the art in all its wonderful glory. This month's cover is an Ordo Malleus Inquisitor by Marek Okon.

If you would like to subscribe to *White Dwarf*, turn to the end of the magazine for more information.



MEET THE WHITE DWARF TEAM

From their secret sanctum, itself hidden deep within the Warhammer Studio, the White Dwarf team works tirelessly to craft everyone's favourite Warhammer hobby magazine each month.



LYLE LOWERY
Managing Editor

Lyle's been working on his Astra Militarum again, but most recently he played a game against Andrew, a friend from the US. It was Lyle's Custodes against Andrew's converted Kroot army. You can find out how it went Inside the Studio.



MATTHEW HUTSON
Senior Designer

Matt has been working hard on a Stormcast Eternals Lord-Arcanum on Tauralon for A Tale of Four Warlords, but he's mostly been painting Imperial Fists and Ogryns. You can see the big guys in our Galactic War Zones article later in the issue.



DAN HARDEN
Staff Writer

Having struggled to work out a colour scheme for his Ynnari, Dan has put them on the back burner for now and painted some Blood Angels instead. His Aeldari test models are still glaring at him accusingly from the back of his desk.



JONATHAN STAPLETON
Photographer

Jonathan has gone T'au crazy recently, and his desk is now covered in new kits, including two Broadsides, a Riptide, and a Ghostkeel. He says it's all for the Greater Good, but the rest of us are now preparing our armies, just in case.



BEN HUMBER
Designer

Ben has returned to working on his Raven's Watch Space Marines. He's currently building a Repulsor and some Reivers in an attempt to get his army up to 70 power. But what's he up to ... is Ben preparing for a game or something?



SHAUN PRITCHARD
Reprographics

Shaun's painting something big this month. No, not an Imperial Knight or a Daemon Prince – he's been working on one of the paint-your-own Funko Pop! Primaris Intercessors. He says it's going to be a Salamander 'with flames and everything!'

THIS MONTH'S CONTRIBUTORS

Dan Abnett, Nyle Ajina, Andy Barlow, Mark Bedford, John Blanche, John Bracken, Jay Clare, Andy Clark, Lewis Collins, Adam Cooper, Maxime Corbeil, Paul Foulkes, James Gallagher, Ben Gathercole, Simon Godwin, Jordan Green, Elliot Hamer, Andy Hoare, Andy Horsley, Nick Horth, Ben Johnson, Jervis Johnson, Andrew King, Kornel Kozak, Ashley Lowe, Liam Nicholson, Sam Pearson, James Perry, Alex Puszczynska, Dave Sanders, Duncan Waugh, Steve Wren



The home of Warhammer on the web, the Warhammer Community website brings you the latest news on Warhammer 40,000, Warhammer Age of Sigmar, the Horus Heresy, Forge World, Black Library, and more!

www.warhammer-community.com

WHITE DWARF™

NOVEMBER 2019

IT'S THE SEASON OF GIVING



If you've been with us for a while, you might expect the December issue to have a bunch of exciting extras packed in with it. So you may be surprised to find that this issue has a bunch of bonus items included with it, and it's only November!

Earlier in the year, we moved *White Dwarf's* release date to later in the month. If we waited for the December issue, it just seemed like it would be *unseasonably* late. So the obvious solution was to move those December goodies into the November issue. But then what about December? How could we leave the end-of-the-year issue out in the metaphorical and literal cold?

We couldn't do that to Grombrindal! So we decided to load up both this issue AND next with stocking stuffers! That's right, we're giving you a double-barrelled shotgun blast of fun to wrap up the year.

This issue includes an exclusive and very lovely art print from Black Library. You'll also find a selection of cards

from some of your favourites: Blood Bowl, Adeptus Titanicus, and Aeronautica Imperialis. And finally, there's a new card for Warhammer Underworlds that goes along with the exclusive variant game presented in the pages of this issue.

We've also got a hoard of rules content in this issue. You'll find updated rules for playing the Inquisition in Warhammer 40,000, rules for using the Ambull in games of Kill Team, a campaign to carve your own Mawpath in Warhammer Age of Sigmar, and solo play rules for Warhammer Quest Blackstone Fortress!

There's plenty of lore and hobby content for your inspiration, as well, particularly if you're fond of the grim, dark future. Fiction and background, kitbash galleries, and a giant Emperor's Children army showcase all await, so you'd better get to it!

And don't miss December ...

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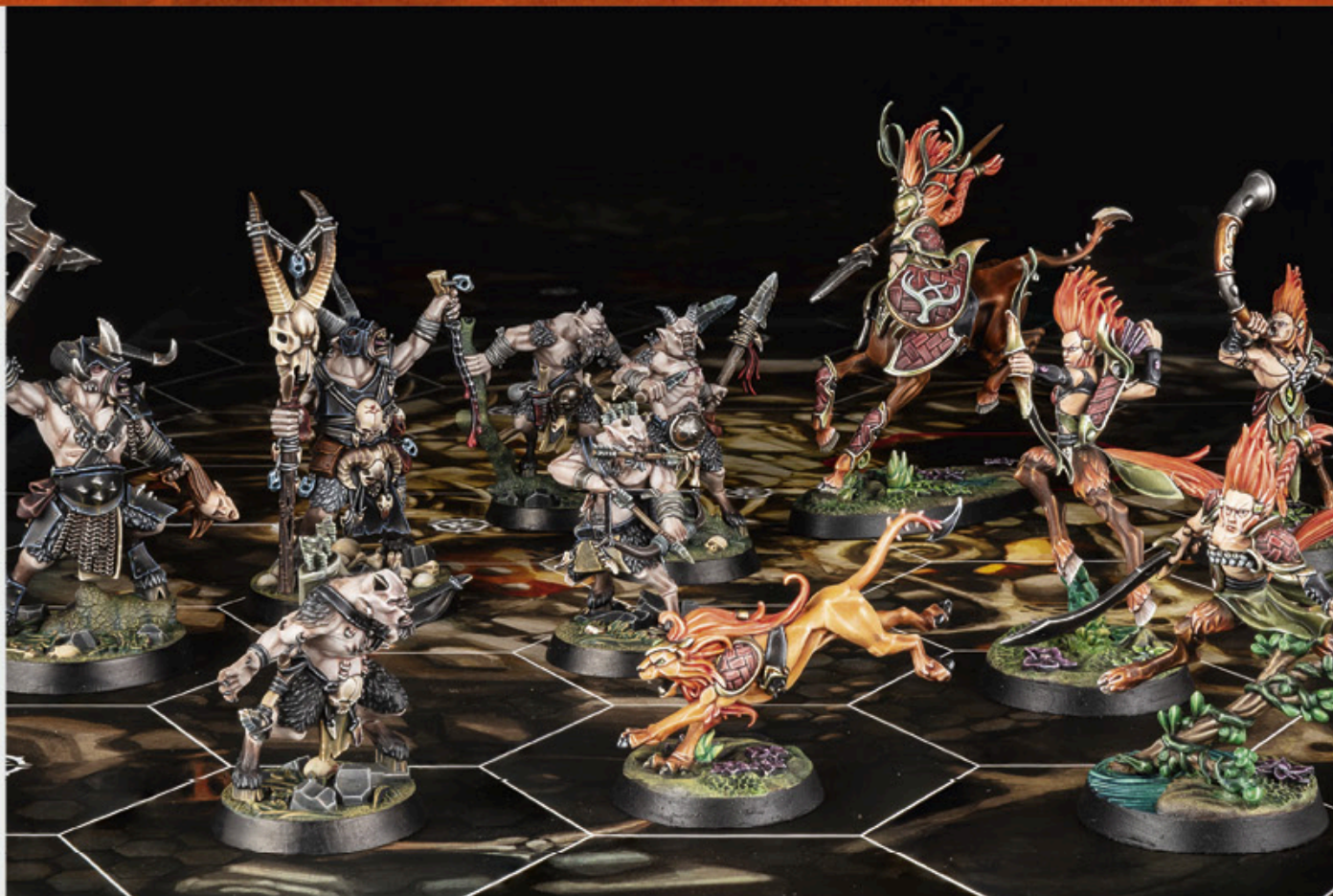
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BY MAREK OKON**



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Ogor Tyrant Klobb Bloodbelly and the Cracked Rib Warglutt have been feasting on rocks for a while now, but a tasty meal has just been brought to their table.

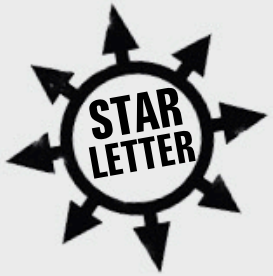
A TALE OF FOUR WARLORDS THE STORMVAULT WARLORDS 84

Our four warlords are steadily gearing up for war, having played their first games. Their armies are all looking pretty sizeable, too!



CONTACT

Where we feature your thoughts, questions, and painted miniatures. Send us your letters and pictures, and we'll print the best ones we get!



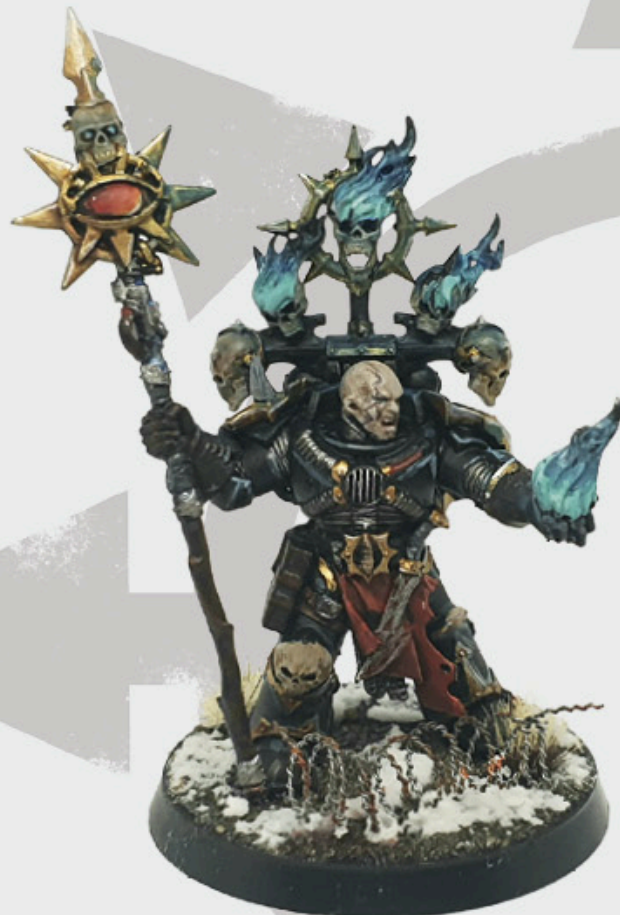
KITBASH FUN

Dear *White Dwarf*: I'm writing for two reasons. The first is to congratulate you on the excellent form you folks are in currently. I returned to the hobby a little under a year ago, and I decided to pick up a *White Dwarf* subscription for inspiration. I have to say, the consistently excellent writing makes reading every new *White Dwarf* issue a joy. I think this is because of the breadth of the articles offered – my current favourites are *Fantastical Realms* and *A Tale of Four Warlords*. The content is awesome, and you can tell they've been written with real care and passion.

My second reason for writing is to show off a conversion I recently completed! Inspired by *Kitbash: Battleforged* in the May 2019 issue, I kitbashed a Chaos Sorcerer to lead my Black Legion army. For my conversion, I knew I had to use the excellent Night Lord Praetor's head – he looks bitter and twisted, as all good Chaos Sorcerers should. I used a Chaos Space Marine body from *Shadowspear* and gave him the backpack and arms from the *Master of Possession*. A Sorcerer does need charms and wards, after all! I used the *Master of Possession's* staff arm, but I replaced the staff head with the top from the *Terminator Lord* as I like the visual tie-in to the Black Legion symbol. I finished him off by attaching the *Master of Possession's* flaming hand to his right arm. I like to think that he stares into the flames when he attempts to divine the future, and it's this usage of arcane power that scarred his face.

Karim Abu-Seer
Croyden, UK

Thank you for the kind words about the magazine, Karim – we're glad to hear that you're enjoying it. It seems that *Fantastical Realms* and *Galactic War Zones* have proven particularly popular with a lot of hobbyists. Fortunately, we've got quite a few more of them in the pipeline, first of which is the *Deserts and Ash Wastes* article in this very issue. We've also got quite a few kitbash ideas, too (there are some on page 42), and your Chaos Sorcerer is a great example of the sort of conversions that people can do to personalise their miniatures. Keep up the great work!



PAINTING QUESTION: THE WINTER OF MY DISCONTENT

Team, I have a problem. I love dark colour schemes, and I devoured May's *Fantastical Realms* article on the Realm of Shadow. However, I need help achieving some of the amazing paint jobs in the article, specifically the colour scheme of the *Winterleaf Glade Kurnoth Hunter*. Please help!

Harry Freeman
Norwich, UK

We can definitely help you out, Harry. Studio army painter Dan Hyams painted this *Kurnoth Hunter* for *Battletome: Sylvaneth*, and he was kind enough to tell us the colours he used for the bark and weapons. He started by undercoating the model with *Corax White*, then painted it using the stages shown to the right. Good luck growing your army!



DARK BARK

Basecoat: Abaddon Black

Layer: Dark Reaper

Layer: Thunderhawk Blue

Layer: Fenrisian Grey

LIGHT BARK

Basecoat: Pallid Wych Flesh

Wash: Agrax Earthshade

Layer: Pallid Wych Flesh

WEAPONS

Basecoat: Ulthuan Grey

Wash: Drakenhof Nightshade & Lahmian Medium

Layer: White Scar



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The Chosen Axes
by Chris Pike



Lord of Blights
by Laurent Frayard



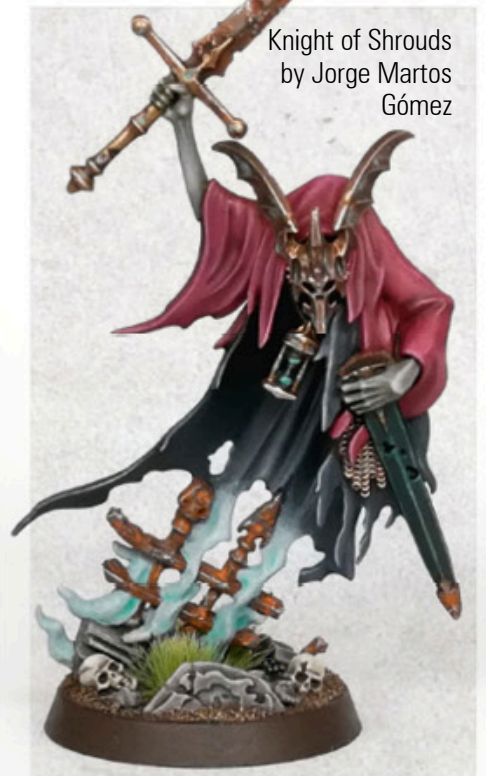
Stormcast Eternals Sequitor Prime
by James Collard



Garrek Gorebeard
by Chris Pike



Knight of Shrouds
by Jorge Martos
Gómez



Ork Big Mek with Shokk Attack Gun
by Guillaume Audibert



MODEL OF THE MONTH

Our readers' model of the month is Blood Angels Lieutenant Tolmeron, which was painted by Chris Pike (who also painted several of the other models on this page). Before painting, Chris did a little conversion work to Tolmeron. He swapped the power sword for a blade in the Sanguinary Guard kit, and the icon on Tolmeron's backpack comes from the Blood Angels Upgrade Pack. Chris painted the model with yellow heraldry on his right shoulder to denote that he's from the 2nd Company.



ASK GROMBRINDAL

Dear Grombrindal, mighty White Dwarf, I have a question. Where did the Blackstone Fortress in the Blackstone Fortress game come from? As far as I can recall there are only six of them. Four were destroyed during the Gothic War, one ploughed into Cadia during the 13th Black Crusade, and Huron Blackheart controls the last one. So where did this one suddenly come from?



Logan Ramirez
Fairfax, USA

Ah, a space question. My favourite ... I asked my good friend Grendl Grendlsen, and he says that the appearance of the Blackstone Fortress is a mystery. Some believe it was there all along. The thing about space is that it's black, and the thing about the Blackstone Fortress is ... it's black! Others believe that there are always six fortresses, and that when one is destroyed, another replaces it. Perhaps it's one of the original four, displaced out of time and space the instant before it was destroyed. Perhaps we will never know the truth.

Grombrindal

TOP PHOTO TIPS

In Contact, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so we came up with a useful guide to help you out:

www.warhammer-community.com/the-model-photo

If you follow all the advice in that article, you really can't go far wrong. Our top tips are:

Always use a white background.

Make sure you've got good lighting.

Ensure the whole model is in focus.

Find the model's golden angle. If you're ever in doubt, take a look at the same model on the Games Workshop website.

LOVING THE SKIRMISHES

Hi, Guys! I thought I'd write to let you know that I really enjoyed your Necromunda coverage in the April issue, especially the Battle Report. What a fantastic board you played on! I really dig how the four players explained their tactics and the choices they made when picking their gangers. It was like a study project; I had the *White Dwarf* and *Necromunda* books open at the same time!

I find it quite funny how my hobby choices have changed over the last couple of years. I started to play Games Workshop games with the new edition of Warhammer 40,000, but now I'm playing lots of Kill Team. I realised that I really enjoy the skirmish-style games. After Kill Team, I moved on to Necromunda, which has become my favourite game ever! I look forward to more Kill Team and Necromunda coverage in *White Dwarf*.

Bartosz Nowicki
Caerphilly, Wales

More Necromunda and Kill Team you say? We can certainly do that! In last month's issue, we featured an extensive Necromunda campaign for the Enforcers (what awesome new models they are!), and we've already got a modelling article planned for a future issue of *White Dwarf*. As for Kill Team, this issue includes an article for using the dreaded Ambull in your games.

HIVE FLEET ADAPTATIONS

I've been loving your issues lately, and I think you've really nailed it with *Fantastical Realms*. But I've decided to write a request to you if you can manage it – I'd love to see a Tyranid kitbash article! Or anything about Tyranids, really. The issues seem to be focusing more on the Space Marines, and I understand if you want to keep with the majority's army, but please think of the other races.

Robert Allinson
Harrowgate, UK

Hey, Robert, thanks for writing in. A Tyranids kitbash sounds like a great idea, though it might be that we could make a Galactic War Zones article for them, too, featuring painting tips, conversions, and scenery. It might be a while before we get around to it, but we'll certainly have a think about it and start getting some plans together.

ARTIFICER IN TRAINING

Hi, guys! My six-year-old son, Flynn, just finished painting his first model, and I thought I'd send in a photo to show off his work! I can't believe how well he's done. He's already better than I am! He used drybrushing to build up the red, but the stars of the show for me are the eyes. He really concentrated to get those in there, and I think the results are excellent! He's talking about painting an army next, so we'll be trying the new Contrast paints out very soon, I think!

Kev and Flynn McEwan
Alnwick, UK



If that's not a promo pic for the Painting Handle, we honestly don't know what is! Flynn's first model looks excellent – far better than most of ours when we first started in the hobby. We look forward to seeing what you both create using the new Contrast paints. We reckon you'll have a blast using them.

SPOTLIGHT ON ... MARK VAN AARDE

This small selection of Dark Angels is part of a much larger collection built and painted by Mark van Aarde. Below, you can see Intercessors, an Ancient, a Librarian, a Lieutenant, an Interrogator-Chaplain, and Inceptors, all of which have been modelled on impressive scenic bases. The star of the show, though, is Mark's conversion of Azrael, which you can see to the right. He converted the model using the Primaris Librarian with Azrael's backpack and banner.



WORLDS OF WARHAMMER



ANDY CLARK

Andy has been a background writer for over seven years now. These days he writes as one of the Warhammer 40,000 background team while also penning Black Library novels as a not-so-secret word-vigilante in his spare time. He's a huge fan of Orks, and he spends a lot of his spare time daubing blue paint over all the things he's looted.

The background of Warhammer 40,000 is incredible. That's the simple and thrilling truth at the heart of the galaxy we build and the stories that we tell within it. For more than thirty years now, a succession of talented, imaginative, and – just possibly – slightly bonkers professionals have developed the dark galaxy of the 41st Millennium. It shows in a background as deep and as rich as anyone could hope for. In this article I'm hoping to explain a little of what it's like being a background – or indeed Black Library – writer for Warhammer 40,000 and why it is both exciting and slightly terrifying all at the same time.

Beginning with the mad brilliance of *Rogue Trader*, the Warhammer 40,000 setting has grown exponentially over literally hundreds of publications. Within this colossal library of rulebooks, codexes, campaign supplements, boxed games, novels, skirmish systems, computer games, and roleplaying tie-ins, the galaxy has been realised through many different mediums. Background text, novelisations, gaming rules, photography, and enough breathtaking art to fill an Imperial-sized gallery – all of it has gone towards creating a unique and amazing galaxy of perpetual war and Gothic grandeur unlike any other.

The breadth of this setting is incredible. The wealth of its lore and its history is vast. The opportunities for telling stories are myriad. It is both a privilege and a weighty responsibility to write them; respecting and maintaining the existing lore while telling new tales and exploring new corners of this ever-changing setting is a constant balancing act and a full-time job in its own right!

THE GOTHIC AND THE ELDRITCH

The setting, the stories, and the entire feel of Warhammer 40,000 stands out because in truth it is less science fiction and more science fantasy. In fact, on many occasions it could probably be called science fantasy horror, because let's face it, it's a very dark future we're looking at here.

Space Marines, arguably the greatest heroes of Warhammer 40,000, are monastic knightly super-soldiers indoctrinated into nigh-unquestioning obedience and – in the case of the more merciless Chapters – uncaring of the collateral casualties so long as the Emperor's will is done. The entities actually known as Knights,



Worlds of Warhammer delves into the background of the Age of Sigmar and the 41st Millennium, looking at how stories are created and legends are born. This month, Andy Clark has taken up his servo-quill to explain what it's like writing in the 41st Millennium.

meanwhile, are in fact giant robots piloted by chivalrous but merciless nobles whose ghostly ancestors advise them through the neural jacks that bind them to their thrones. Battleships are buttressed, miles-long war cathedrals. Aliens are ghostly spectres, fey inhuman seers, bestial techno-barbarians, undying android ghouls, or inimical all-consuming swarms.

Of course, as any devotee of this setting knows, it gets grimmer and darker yet. Humanity's greatest enemies are literal Daemons that possess their victims, devour their souls, and seek to plunge all of reality into endless damnation. Grimoires and tomes can be weapons as potent as any laser or missile. Blade duels and wild sorcery settle battles as often as gunfights. Technology is baroque, dimly understood, and perceived through a dark lens of superstition; if you wish to understand the Imperial attitude to how the galaxy works, you could do worse than look to the folklore, the superstitions, and the ignorance of people in the middle ages.

This is also a setting steeped in the macabre. In the Imperium, Human life is the cheapest commodity of all and the most readily available fuel for the fires of war. Make no mistake, this is a horrific dystopia where hope is the coin of fools and liars. Millennia of unremitting conflict and totalitarian oppression have conditioned Mankind to accept the cruel and the monstrous and to justify any deed through their faith. Primitive and futuristic meld amidst the shadows of the Imperium. Witches are burned by baying mobs within the shadow of soaring orbital defence lasers whose operation they attribute to bellicose spirits. Preachers warn of changelings and creeping sin upon the gibbet-lined plazas of mountainous hive cities, even as high-tech gunships thunder overhead and building-sized war engines prowl through the chemical smog.

Bones and skulls are utilised so commonly in construction and technology that no Imperial citizen would think twice about working a lever made from a human femur, seeing a lens-eyed servo-skull drift past, or witnessing the grey-fleshed golems known as Servitors at their mindless work. Yet these same thronging masses revile all that they do consider unnatural with zealous fervour. Myopically, they vent their horror at their own existence upon mutants, aliens, and heretics alike.



In short, life in the Imperium is typically awful, while the Emperor's realm itself is really, really not a nice place.

It is this Gothic setting of weird contradictions and twisted juxtaposition that provides us with the chance to write a wealth of incredible stories, just as it allows everyone who enjoys this hobby to play out their own upon the tabletop. When things are as awful as this, when the scale of the war and its resultant horrors is so immense, we are given carte blanche to explore nihilism, dark ironies, and shocking horror. Equally, who can resist stories of heroes – or indeed a good ragged band of anti-heroes, my personal favourite – achieving incredible deeds despite the misery and devastation that surrounds them?

It is important that we as writers create characters, races, and factions within this setting who are, if not sympathetic, at least possessed of comprehensible motivations. Rarely are bad guys interesting when they're simply evil for the sake of it. How much more engaging is the Chaos Cultist driven to dark worship in the hopes of escaping grinding poverty, the Inquisitor

convinced that she must murder a world to save a system, or the Death Guard Plague Surgeon who honestly believes that the gifts of Nurgle will save and enlighten the miserable soldiery of the Astra Militarum? Readers might not agree with such motivations, might well see them as objectively monstrous – and rightly so! – but when we do our job right, the shades of grey that permeate the 41st Millennium leave everyone wondering if anyone was truly in the right all along.

The very richness of the setting also takes getting used to. You have to acclimatise to a reality this weird before you can write well within it. Until you've fully immersed yourself in this lore, it takes real thought and focus to ensure that everything you write in the 41st Millennium feels like the 41st Millennium. A common exercise for new writers in this setting involves working back through first drafts of ideas to find those places where the Gothic and macabre should be inserted in place of what feels like more conventional sci-fi. Anyone can portray a gun that shoots laser beams, for example; they've been around for a long time now in fiction and they're easily visualised and understood. However, when you fashion such a weapon in the 41st Millennium there needs to be a bit more detail applied. Does the gun perhaps boast a brass panel on its housing into which are inscribed prayers of accuracy? Maybe the stock is fashioned from polished bone taken from previous wielders. How ferocious is its machine spirit, and does the

gun's owner always remember to appease it with the proper canticles before pulling the trigger? Will it fire if they don't? And let's be honest, a lasgun is still a pretty straightforward piece of kit by Warhammer 40,000 standards. In a galaxy where anti-aircraft missiles can be guided from within by mummified savants; combat walkers are piloted by heroes in armoured sarcophagi or souls held in gems; and it is genuinely unclear whether certain weapons are powered by science, the supernatural, or the force of sheer belief, a writer has to re-examine every preconception they have.

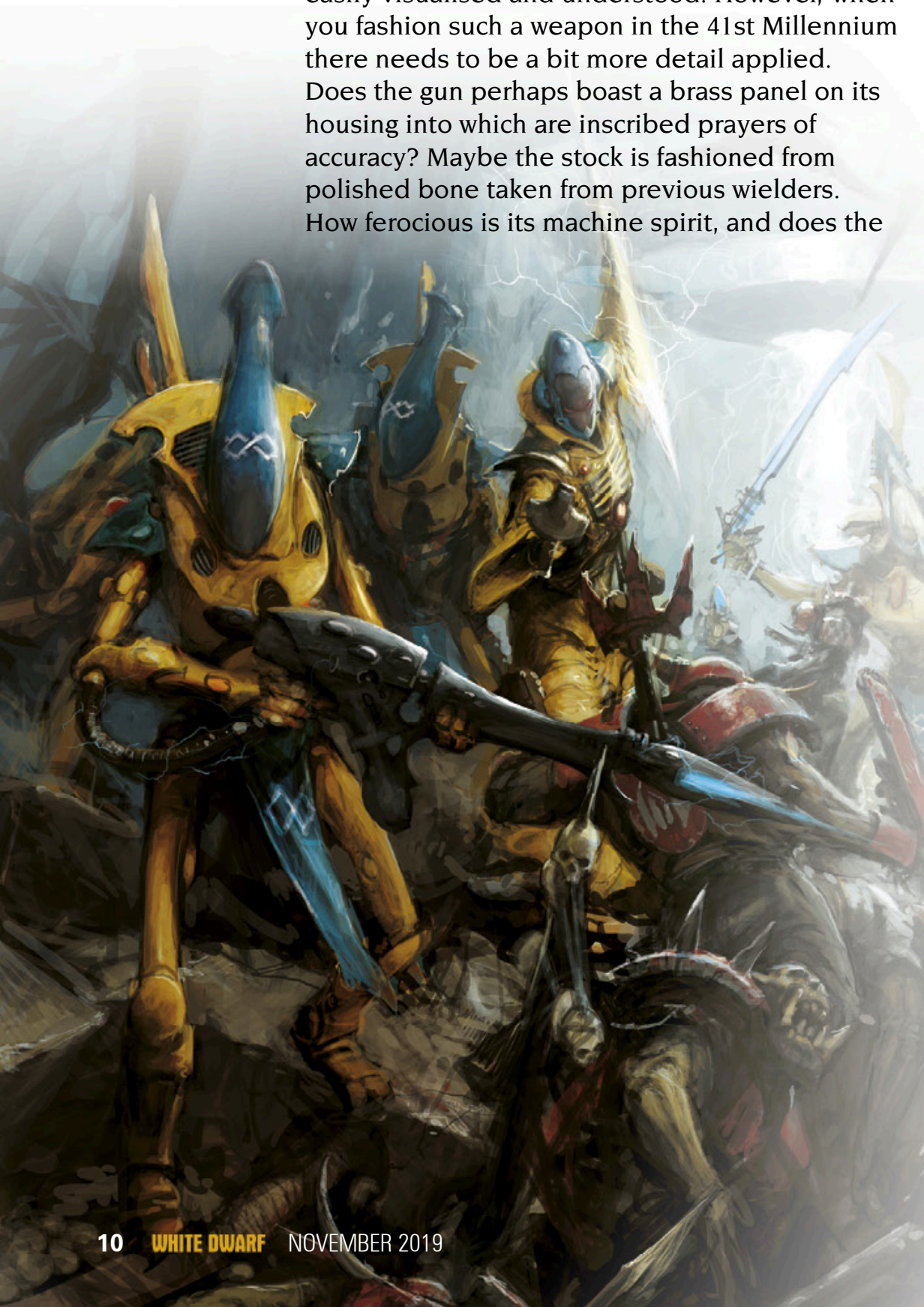
Only then can they properly do justice to the Gothic strangeness of the setting.

ANCIENT LORE AND NEW REVELATIONS

A large part of the job that both background writers and Black Library authors have is supporting Games Workshop's existing intellectual property. This dragon's hoard of background information is so rich and exciting precisely because of its continuity and depth of development. Everyone already immersed in the background knows to one degree or another how it is supposed to work and how various factions and individuals behave. As such, it is our responsibility to be the experts on such things – and to do our homework before writing about them – so that all those known qualities feel right to the reader.

This goes well beyond just knowing what markings should be on a Blood Angel's shoulder guards or what alien races have joined the T'au Empire as auxiliaries (though of course that's all part of it). It is the process of reiterating and re-presenting our background with each new edition of the game and each newly introduced race, faction, development, or whatever else. We must stay true to what has come before while integrating new elements as seamlessly as we can, all within the context of enacting the writing briefs we are given for each new publication we work on.

This means immersing ourselves fully in the lore of whatever faction or factions we're writing about. It means poring over old tomes and getting our hands on even the most obscure publications from decades past that talk about that subject. It means genuinely understanding how that race thinks, what they believe, and what motivates them to do the things that they do and then communicating them in a way that feels right to our readers. How does the belief system of a faithful Adepta Sororitas Battle Sister differ from the zealous beliefs of a Chaos Cultist, the indoctrinated faith of a Genestealer Cultist, or the secular fanaticism of a T'au Commander, and why and how can they all believe that they are in the




right? What is this new battle tank that is being added to an existing range? Why is it interesting and cool, and what about it ties it immutably into the spirit of the army that it is a part of? Why should our readers care about this Cadian soldier, stranded deep behind enemy lines but determined to strike a blow for her lost homeworld before the enemy find and slay her?

Part of this process also involves keeping alive those elements of background and setting that might otherwise fade into obscurity. Depending upon what model ranges and rules support exists at any given time, it may be that certain factions, characters, or ideas have no physical representation upon the tabletop. That shouldn't mean that they vanish from our galaxy altogether. The armies of the Adeptus Mechanicus, the Genestealer Cults, and the Adepta Sororitas are all good examples of notions that for the longest time were sustained largely through background text. It was our task as writers to ensure that those doors remained open in people's minds and knowledge of them didn't fade from view so that when their model ranges exploded fully formed onto people's gaming tables, they already had context and character within the Warhammer 40,000 setting. It is for this reason, also, that we drop in occasional references to things that have never been made in miniature form. Beings such as the Hrud, the Nicassar, or the Barghesi may not have appeared on the tabletop to date, but the galaxy is a big place, and it always feels that much bigger when we shine a light upon the vast tracts of darkness that remain so far unexplored.

It's in those unknown reaches of the galaxy that the other part of our job resides. The Imperium is immense, spread across distances so huge as to be unimaginable. Moreover, it covers but a fraction of the galaxy itself, for – though widespread and populous – Imperial systems are scattered thinly across the enormity of the void. To us falls the job of ensuring that the scale of our setting is never lost, that the 41st Millennium remains an era in which even the most accomplished and galaxy-spanning civilisations must mark their maps with a great many variations of 'Here Be Monsters'.

As-yet unencountered or undocumented xenos species proliferate across Imperial space and beyond. Ancient secrets lurk, awaiting discovery by those who might be better off never knowing. New worlds, lost space stations, drifting hulks, and countless other locations are discovered all the time as the sheer momentum of the Imperium bears its borders ever outwards, and any one of these may set the stage for entire new races to rise to prominence, or bloody tales of war and desperate survival to be told. Even within the Imperium Sanctus this is true, while



amidst the shadows of the Imperium Nihilus the guidelines can almost be written from scratch. Every time we fan these flames, every time we shine our light a little further, it provides opportunities for new and exciting developments within our setting. If we do it right, it also serves to highlight the ultimate truth of the 41st Millennium: the galaxy is vast, ancient, and utterly uncaring, and no matter how hard the factions within it fight, even their greatest triumphs are but the briefest flares amidst the hungry darkness.

The fact is that getting to write stories, codexes, and campaign narratives in the Warhammer 40,000 setting isn't just a day job, it's an incredible privilege. It is exciting, inspirational and nearly always slightly terrifying. After all, we're every bit as into it and invested as everyone else. Believe me when I say that we all feel the pressure to get it right every time we set our fingers to the keys. In the end, though, one fact outweighs everything else: writing in this living, breathing, ever-developing, and completely fascinating setting is an opportunity unlike any other. As we continue to carry that torch into the darkness you can believe that we, and this enormous galaxy in which we write, have a lot more stories yet to tell ...

WARHAMMER 40,000

In the grim darkness of the far future, there is only war! And a whole lot of Warhammer 40,000 content, including Index Imperialis: Inquisition, Galactic War Zones, new background, and fiction.





INDEX IMPERIALIS

Beware, heretics, for the Inquisition are on the hunt. This issue includes new background and rules for the Inquisition, all starting on page 22.



GALACTIC WAR ZONES

Dig out your sand shoes, because we're heading to the desert in this month's modelling and painting guide, which begins on page 52.



ECHOES FROM THE WARP



JAMES GALLAGHER

This month, Robin Cruddace is lying low after failing a Nerve test in the face of the enemy during covert operations. While the regiment's Commissars track him down to 'have a friendly chat', fellow rules writer James Gallagher steps up to the front line to talk about playing open play, narrative play, and matched play games of Kill Team.

your game, outline your idea, and see if they would like to give it a try.' However, to give you, the players of Kill Team, a little guidance, I've put together this article to outline which of the Kill Team products work particularly well together for the different styles of play.

First off, we should say that all Kill Team rules are valid and 'legal'. All of the Kill Team expansions and supplements are intended to be fully compatible with each other (with a few minor exceptions noted in those products), so you should never feel like you are playing Kill Team incorrectly.

COMMAND ROSTERS

A player's command roster is a little like their overall army roster, but it will frequently feature more entries on it than a player could use in a single game. When playing a game of Kill Team, we recommend always creating a command roster and filling out datacards for your models, regardless of what style of game you usually play. Sometimes this command roster may not contain the maximum of twenty models allowed under the Battle-forged kill team rules, but this is a good number to aim for, because it allows you to play using any of the supplements and expansions detailed later. It also allows you to

Since the release of Kill Team in the summer of 2018, we have added a wide range of supplemental products that help players expand their kill teams with new datasheets and miniatures, create new strategies with new tactics abilities, and engage with Kill Team on a number of different levels depending on their personal preferences and how they enjoy playing the game. With so many options available, people often ask us which combination of rules to use. To put it simply, you should use them in whatever combination you like! We certainly don't want to dictate to players which rules they should and shouldn't use. If you want to try something new and experimental, simply have a chat with your opponent before

Below: Narrative games are a great way to create a story between your kill team and those of your opponents. These Blood Angels Scouts are clearly having a tough time clearing the Orks out of the Armageddon hives.



Echoes from the Warp is a regular column about the rules, tactics, and ongoing development of Warhammer 40,000, hosted by games developer Robin Cruddace. No, wait, that's not Robin, it's James Gallagher, and he's here to talk about Kill Team!



easily choose a kill team for open, narrative, matched, or competitive play games. The command roster and datacards are also very useful references during the game, both for you and your opponent. Even if you are playing an open play game and you always use the same six models from your Space Marines collection, it's always polite to ensure your opponent can easily check what equipment, abilities, and specialisms each of your models has.

When playing matched play or a narrative play campaign, the first thing you should do is prepare your command roster for that game or campaign, as detailed in the *Kill Team: Core Manual*. This ensures players cannot simply pick the models from their collection that are perfect for the opponent they are facing, but they still get a degree of flexibility about which models to pick to achieve the game's mission. A command roster does not have an upper limit of points, but you are unlikely to be able to use all twenty models listed in a single game – a twenty-model Adeptus Custodes command roster can run to over 1,400 points in total! It is simply a pool of models to pick your kill team for that game from, so make those twenty models as flexible as possible to be able to accomplish any potential mission you

might play. Even in one-off games, you should create a command roster with the widest range of potential models as possible, as selecting a kill team to the points value listed in the mission you have generated is the first of the many tactical decisions required for you to succeed! I would always recommend Kill Team players have a collection of twenty models to choose from, each with a datacard filled out, ready for any game.

OPEN PLAY

Open play is often cited as being the most broad way to play, as it doesn't have any of the restrictions that other ways have. In open play, the players themselves are the driving force of creativity behind which miniatures are used, how the mission will play out, and which other rules are in effect. This could sometimes lead to some indecision, but I often find the simplest solutions are the best ones. If you just want to pick up some miniatures and play a simple, straightforward mission, open play is ideal. Open play doesn't require a Battle-forged kill team or even equal points values on each side. We might expect that players will be adaptable during the game. After all, wargaming should be an enjoyable social experience for both players. If one side looks like it is suffering, perhaps that

Above: Tempestor Prime Virgil of the 29th Zetic Tygers regrets taking on the enemy in close combat. His name may be expunged from the command roster, but his memory will live on in our hearts.

¹ We probably wouldn't recommend trying this at a competitive event, however! Pick your time and place!

player can receive some reinforcements or some kind of other bonus to keep the game fun, balanced, and interesting right to the end.

Open play by its very nature suits almost all of the expansions for Kill Team. The *Kill Team: Core Manual* itself features three open play missions and a selection of suggestions for creating your own. The flexibility of open play means you can actually use whichever mission you like for open play. The only limits are whatever you and your opponent choose to put in place so that you have a fun and engaging game. It's a great opportunity to try new things, mix in rules from elsewhere, and create new rules of your own.

NARRATIVE PLAY

Narrative play is arguably the easiest one to play in Kill Team using the supplements and expansions. It doesn't have as many of the restrictions outlined in the Core Manual for

matched play, but you can find a vast number of narrative missions in almost every product we have made, from the super-flexible ones found in *Kill Team: Elites* to the faction-specific ones found in the various faction starter and Commander sets. All of these provide a wealth of thematic objectives to achieve and can provide some truly memorable games. You can also find additional narrative play content featured in *White Dwarf* magazine. Even the ultra-close confines rules and environments found in *Kill Team: Arena* can be used to create evocative missions of your own devising, despite this expansion having no narrative play content of its own.

MATCHED PLAY

Matched play is often the format a lot of players gravitate towards, especially for one-off games in clubs and stores, simply because it's the most straightforward way to play without prior arrangement. Both players will be aware of the

HOW TO PLAY KILL TEAM

WRITE YOUR COMMAND ROSTER

(EXCEPT FOR OPEN PLAY, IF YOU DON'T WANT TO)

- When you write your command roster, if you are playing a competitive play event, keep in mind that you won't play any missions that allow you to field a Commander.
- Commanders can only be used in missions that specify that your kill team can include a Commander, so remember this when writing your command roster!

CHOOSE A MISSION

- You can choose any mission from any expansion (but note that some narrative missions require you to use particular factions and/or fighters).
- If you're in a competitive play event, the mission may be chosen for you.
- If you're in a campaign, you will normally roll to determine a mission from the Core Manual. When you have done so, if you have any Kill Team supplements, you can substitute one of the missions from those supplements in place of the mission from the Core Manual. Missions in the Kill Team supplements specify which mission from the Core Manual they can replace. If a supplement doesn't specify which mission from the Core Manual a mission can replace, you can't use it in this way.
- Some missions specify that they are played in a particular killzone. These missions use the rules for those killzones, as detailed in the Killzone expansions.

CHOOSE YOUR KILL TEAM

- Choose your kill team from your command roster for the mission you are playing. Follow the rules in the Core Manual, bearing in mind the objectives of the mission and your opponent's (or opponents') factions.
- In most missions, you will choose a kill team that has a force of no more than 100 points. However, some missions allow you to choose a kill team of more than 100 points. Where this is the case, simply follow the instructions in the mission.
- Remember that if all members of your kill team share a sub-faction, you have access to their sub-faction rules found in *Elites*.

PLAY THE MISSION

- You can use Tactics from any Kill Team product in any game of Kill Team. Note however that some will include restrictions on which kill team or killzone they can be used with.



restrictions in place, the number of models they can bring on their command roster, and the suite of missions available to play, all of which have been designed with the aim of not disadvantaging either player. This type of play is also the one that requires a little clarification. In matched play, your kill team will need to be Battle-forged, as detailed in the Core Manual. Part of the Battle-forged rules state that your kill team cannot cost more than 100 points, although you will also find that some of the missions found in *Kill Team: Elites* raise this to 125 points and *Kill Team: Commanders* allows you to play matched play missions with up to 200 points in total. All of the rules found in the Core Manual, the various faction starter sets, the kill teams found in *Rogue Trader*, and the newer datasheets found in *Kill Team: Elites* are valid for matched play missions. Any of the additional datasheets found in *White Dwarf* magazine are also perfectly valid in matched play.²

COMPETITIVE PLAY

A version of matched play, competitive play is, by its nature, the most restrictive type of play. The *Kill Team: Arena* set was designed purely with competitive play in mind. To this end, it does not allow some of the more powerful models such as Commanders, and it restricts players to a standard kill team size of 100 points. This not only helps to speed up the game, but it also encourages players to get plenty of flexibility into their kill team, as they probably won't get to use all the models on their command roster!

I hope this article gives you a better idea of what we think is the best use of each of the *Kill Team* sets. It should help give you some guidance on which expansions are ideal for you based on your preferred style of play. And with plenty more *Kill Team* to come, there's never been a better time to get behind enemy lines!

²Although in the case of any rules which are noted as being Beta rules, it is always best to check with your opponent that they are happy for you to use them. In a tournament setting, be sure to check with the event organiser to see if Beta rules are in effect.

WHAT EACH KILL TEAM PRODUCT GIVES YOU AND WHERE YOU CAN USE IT

KILL TEAM PRODUCT	OPEN PLAY	NARRATIVE PLAY	MATCHED PLAY	COMPETITIVE PLAY
CORE MANUAL				
Core Rules	☠	☠	☠	☠
Missions	☠	☠	☠	
Faction Rules, Datasheets, Tactics	☠	☠	☠	☠
Campaigns	☠	☠	☠	
KILLZONE SUPPLEMENTS				
Killzone rules	☠	☠	☠	
Missions	☠	☠	☠	
Mission Tactics	☠	☠	☠	
KILL TEAM SUPPLEMENTS (E.G. FANGS OF ULFRICH)				
Faction rules, Datasheets, Tactics	☠	☠	☠	☠
Missions	☠	☠	☠	
ROGUE TRADER				
Faction rules, Datasheets, Tactics	☠	☠	☠	☠
Commanders Datasheets and Tactics	☠	☠	☠	
Killzone Rules	☠	☠	☠	
Ultra-close Confines Rules	☠	☠	☠	
Missions	☠	☠	☠	
KILL TEAM: COMMANDERS				
Commanders Datasheets and Tactics	☠	☠	☠	
Missions	☠	☠	☠	
KILL TEAM: ELITES				
Faction rules, Datasheets, Tactics	☠	☠	☠	☠
Commanders Datasheets and Tactics	☠	☠	☠	
Missions	☠	☠	☠	
KILL TEAM: ARENA				
Killzone Rules	☠	☠	☠	☠
Ultra-close Confines Rules	☠	☠	☠	☠
Missions	☠	☠	☠	☠

WYRM HUNT I

Inquisitor Valir investigates the Order of the Wurm on the unremarkable world of Gorgomire. The Ordo Xenos Inquisitor gets more than he bargained for in this short story by Jordan Green.

SUBJ: THE GORGOMIRE QUESTION

JOURNAL OF LORAMON VALIR
DATA-LOG 389

Gorgomire is not an interesting world.

Gorgomire is a Feudal World in Segmentum Tempestus, occasionally brushing against the tendrils of storm Annihilus. When this happens the peasant-folk of Gorgomire experience all manner of disturbed dreams that see them running to the priests for succour. At the dawn of this great Imperium, Gorgomire was brought to compliance by the First Legion. This constitutes the single most fascinating event in Gorgomire's ten millennia history, and even that knowledge is locked away in crumbling data-archives accessible only to those possessing a certain authority.

Gorgomire's tithes are average, its resources scant. It does not fuel the hungering maw of the Machine Cult. It does not play host to a noble Chapter of the Adeptus Astartes. Even the eruption of the Great Rift has not blighted Gorgomire as much as some worlds, for its inhabitants have always possessed a superstitious mien. They need little encouragement not to focus upon the fell lights flickering in the sky.

Gorgomire is, therefore, a particularly dull corner of Mankind's empire. Except for one thing. One factor that makes it interesting indeed to His most inquisitive servants.

Gorgomire's Governor-King, Archimayn XII, is surrounded by a martial brotherhood known as the Order of the Wurm. This knightly sect has won great honour in defence of their liege. They are heroes to the people.

And they aren't what they seem.



THOUGHT FOR THE DAY: A SERPENT BROUGHT TO LIGHT IS EASILY STRANGLERD.

They had come during the tithe, when the Departamento Munitorum extracted its blood-price from Gorgomire. Inquisitor Loramon Valir of the Ordo Xenos had considered it a fine cover. Some of his fellows preferred to arrive on golden war barques or clutching flaming power-blades, but he had always been of a more subtle, more understated breed.

It had been easy to sequester a Valkyrie from the fleet; the stylised 'I' of his Inquisitorial Rosette opened many doors. As they flew above the night-shrouded battlements of Castle Grimheart – the seat of ruling power upon Gorgomire – Valir considered the decision. Aerial insertion was risky, but no more so than seeking ingress through the front gates. He did not allow himself further contemplation before he and his retinue leapt from the Valkyrie's open bay doors. Grav-harnesses engaged as they plummeted, slowing them enough to touch down safely.

Their boots echoed off the stone as the retinue landed. Nearby, a patrol of mail-clad militia

marched. Each bore a long spear, a pennant streaming just below the head. The device threaded there, a coiled golden drake upon a field of crimson, was a mark of supplication to the Order of the Wurm.

The patrol halted at the noise of the landing. They turned, the leader's eyes widening at the sight of an intruder upon his battlements. He reached for an antique laspistol. Valir was faster. His sidearm – an archeotech relic won in pursuit of the alien – was already drawn. Each shot sent a silent bolt of energy fizzing through the air. The guards had no time to scream before the blasts hit. The sergeant pitched backwards, face little more than melted slurry. A cloaked shadow moved to Valir's side, muffled shots ringing from its long-barrelled rifle.

'This world is recyc-trash,' Pirion grumbled, picking off the guards with a clinical ease. He was ex-Militarum, a deserter who had survived only through his skills and his inordinate good fortune to encounter Valir before he did a representative of the Officio Prefectus. 'It is the definition of

nowhere's back-end.' He cursed as his rifle ran dry. One of the few surviving guards charged with a cry. Moonlight glimmered from the sharp tip of his polearm.

'I'd have thought you'd have felt at home, Pirion,' Katrulla said as she darted forwards. Her grin was a flash of white amidst burnt-oak features as she swung her energy-sheathed longsword. The first blow bisected the spear. The second impaled the guard through the eye. 'Its dingy appearance no doubt portends great unpleasantness. Like you.' Valir was not entirely sure of his bladeward's origins. She claimed descent from the Jovian Void-Clans, and certainly he had first encountered her hunting Aeldari corsairs through a warship graveyard. Yet the spiralling ganger tattoos covering her arms cast that into doubt. Either way, Katrulla was an adept with the sword, and many an alien predator had met their death at her hands.

'You're right,' the Inquisitor nodded to Pirion. 'In that this world's worth is infinitesimally minute.' Around Valir's feet a simian figure shuffled, occasionally fiddling with the baubles worked into his long coat. The Tinkerer – the Jokaero had never offered a name – was looked down upon by some of Valir's more puritan brethren, but the alien weaponsmith's services had proven invaluable on more than one occasion.

'And you are right,' Valir grinned to Katrulla. 'That this place conceals truths that need hauling into the light. Dispose of the bodies,' he commanded, looking out over the battlements. Banks of thick mist covered Gorgomire's fens, while patches of dark forest promised foul secrets. 'And hope that Alasin is proving worthy of my trust in her.'



The Inquisitor had not been certain she was ready, but Alasin had insisted. The Interrogator imagined that it was that persistence that had influenced Valir's decision. She was never going to become a worthy apprentice by skulking in his shadow forever.

As she opened the door to the abandoned forest chapel, Alasin reflected that the need to prove herself worthy had defined much of her life. She had been an Enforcer once, one of millions trying to maintain the Pax Imperialis. But she'd always wanted more, and a brash attempt to bolster her reputation by busting a xenotech smuggling ring had threatened to cut her career short when her involvement was noted by powerful former clients. Only the influence of Loramon Valir had saved her, and since then she had been striving to repay that faith.

She ran a hand through her short-cropped blonde hair, exhaling as the familiar gesture steadied her nerves. She stepped inside the shrine. A curt motion beckoned two Tempestus Scions – other members of Valir's retinue – to follow. The lumen-lamps attached to their bulky lasguns cast piercing beams of light through the gloom of the temple, situated deep amongst the forests on Castle Grimheart's land. Wooden pews rotted and bent inwards as grasping vines punched through shattered windows. A crumbling visage of the Father-Emperor stared down, stone eyes watching the Interrogator and her companions.

Alasin's breath steamed in the cold night air. Each step echoed off the stone floor. Her eyes remained on the raised altar and on the trapdoor just behind it. The villagers they had interrogated swore that this was where the 'rituals' took place. Looking around the sinister and isolated ruins, she could well believe it.

The trapdoor remained slightly ajar, leading to a set of spiralling stairs that wound downwards. A nod from Alasin sent one of the Scions into the dark. She followed, needle pistol in hand, the last Scion just behind. Each step was marked by the intensifying odour of rotting flesh and spilt blood. By the time they emerged into the undercroft proper, even the former Enforcer's nose was wrinkling on instinct.

Bodies littered the floor. Some were ripped asunder, others spitted upon blades. All the bodies were dressed in cultic garb, but they weren't all the same; some were clad in draconic symbols, while others wore geometric shapes she couldn't describe.

'It's like they killed each other,' she murmured. That wasn't right. It did not fit the pattern of the homogenous xenos cults. 'Search—'



She heard the sound of claws skittering across stone before she saw the monster. From the undercroft's shadows, a blur pounced with talons extended. The closest Scion died first, a blood-choked gurgle punctuating his being torn asunder. As the monster darted out of sight the other Scion opened fire, short and controlled bursts stitching the blackness.

Alasin's heart hammered. *Remember what Valir taught you.* Taking a deep breath, she called on all she knew of Genestealers. They were agile. They were cunning. All of which suggested—

She acted before thinking, throwing herself backwards as the beast dropped from above. Alasin fired her needle pistol. The sharpened toxin-round punched through the alien's carapace. The Genestealer moved to lunge again before the poisons took hold. A hiss left its mouth as it shuddered and collapsed, its eyes bursting. Eventually the convulsions ceased, the alien's limbs curling in rigor mortis.

The stench of death was overpowering. Alasin lowered her pistol as she looked over the

putrefying corpse. Panting hard, she reached up to her ear, activating the vox-link there.

'Acolyte to Iconifier. Tyrannic presence confirmed.'



'Copy, Acolyte. Move to extraction point,' Valir replied before closing the link. He looked to Pirion and Katrulla as they dumped the last of the bodies over the wall.

'That's all we need. The target is Bargo Xathus, court magister. Our sources have linked him to cultic activity. Burn him out, and we might get a lead on the source.'

Pirion and Katrulla knew what was expected. The Tinkerer would simply follow in their wake. They slipped inside the castle like vengeful shadows, Valir's long, black cloak ghosting but centimetres above the worn carpets. Faded tapestries hung on the wall depicting black-armoured seraphs and noble knights slaying dragons or great horned beasts.

Any guards they encountered were swiftly put down by Katrulla's blade or Pirion's rifle stock. Valir had expected to encounter warriors of the wurm-order, but they saw no sign of them until they ascended the tower leading to Xathus's chambers.

There were three of them, clad in thick plate. Heart-red cloaks tumbled from their shoulders, edged with fur. Two carried hand-and-a-half Gorgomirian longswords, while the last bore a lasgun, likely acquired from sympathisers in the tithe fleet. As the retinue approached, the knights' heads snapped round towards them. The lasgun wielder dropped back down the corridor, exchanging suppressing fire with Pirion. The other two charged forwards with an unnatural synchronicity.

Valir had drawn his pistol, discharging bolts of energy down the corridor. The wurm-knights displayed a predatory instinct that saw them pre-empt the Inquisitor's shots, darting aside. Snarling, Valir drew his shimmering power rapier. He leapt forth alongside Katrulla and singled out one of the wurm-knights.

The duel between the Inquisitor and the knight



raged down the corridor. Valir could hear himself breathing harder; a single blow from the knight's huge longsword could cleave him in twain, and more than once he had to almost throw himself aside to avoid a brutal strike. Valir was forced to rely on speed, yet such was his opponent's preternatural skill that each blow was dodged or turned aside before it could connect with any meaningful impact. At last Valir spotted an opening. He lunged forwards, his energised blade cutting a deep furrow through the knight's armour.

An arm emerged from within the knight's armour. It was not a natural limb, but a revolting perversion of humanity mixed with xeniform. It grasped Valir around the throat and forced him back against the wall with hideous strength. Valir's sword dropped from numb fingers. Teeth gritted, Valir struggled and gasped, trying to break the vice-like grip. The knight did not gloat; he merely readied his blade to plunge into the Inquisitor's throat.

The air was filled with an actinic charge before scourging light sizzled down the corridor. Valir had detected it just in time to avert his gaze. The grip around his throat slackened instantly. Dropping to his knees, Valir sucked in a breath. The air he drew was flecked with corpse-ash; little remained of his former foe aside from a pile of molten sludge, the fury of the energy beam having incinerated armour, flesh, and bone. Once his vision had stopped swimming, the Inquisitor spied the nearby Jokaero. Smoke was still rising from the digital weapons mounted across the simian's harness.

'Thank you, Tinkerer,' Valir nodded.

The creature bobbed its head before turning to watch as Katrulla and Pirion dispatched their own foes. Silence descended, broken only by splattering blood and laboured breaths. Katrulla's opponent had lost his helm at some point during the fight. A twisted hybrid visage stared blindly, overlarge eyes glassy and foul.

'Why were they killing the guards?' Katrulla panted, spitting onto the corpse of her foe. Her eyes panned over the bodies of Xathus's chamber sentinels butchered by the wyrm-knights. Upon their bloodstained robes were sinuous patterns that did not match the Order's heraldry.

'Removing witnesses?' Pirion ventured, snapping another charge into his hunting las. 'Some kind of sacrifice?'

'Perhaps.' Valir posited, frowning as he studied the designs. His eyes itched, and as he staggered to his feet it was with a glance at Xathus's door. 'Or—'

The *thoom* of plasma discharge stole his words. Light flashed beneath the doorway. Valir did not

pause, bolting for the door with his retinue in tow. They burst through, weapons raised, the Inquisitor's voice a stentorian boom.

'By the authority of the Immortal Emperor of Mankind—'

'Stand down.' The figure holding the plasma pistol interrupted. Her gaze did not waver. Though she was ostensibly clad in a scullery maid's garb, just beneath could be spied the sheen of a black bodysuit. Upon her chest hung a stark-red Inquisitorial rosette.

Perking an eyebrow, Valir's gaze shifted to the ruined figure sprawled out upon the bed. Not much remained of Bargo Xathus after being exposed to the fury of a miniature sun. With a grimace, Valir turned to his counterpart.

'Loramon Valir. Ordo Xenos. He was ours,' he said, flashing his own rosette and nodding towards the corpse. The woman smiled, but she did not lower her weapon.

'Sythra Min. Ordo Malleus. And actually,' she began, lifting the court magister's robes. Upon his thigh was tattooed a shape somewhere between an eight-pointed star and a Mobius loop. 'He was our jurisdiction.'

'Two cults.' Katrulla said. That explained the slaughter in the hallway outside. Those guards had been privy to Xathus's secrets. Wyrms and serpents writhed round one another, snapping beneath the shadows of the eagle's wings. 'There were two cults. One xenos, one—'

'We could have worked together,' Valir interjected. 'Combined our forces. Supported each other's investigation.'

'You know that's rarely our way,' Min shrugged as she finally lowered her pistol. 'The Order was not my concern. Though it seems they too sought to slay the magister, just in time for you to confront them.' She smirked. 'Have the left and the right hands of the Emperor ever truly known what sort of Imperium they are building together?'

It was Valir's turn to chuckle now. A shout from elsewhere in the castle stole his attention. He glanced back at Min, one eyebrow arched.

'Well, we've kicked the Stingwing hive now. Xathus will not be the only compromised courtier. A joint hunt, then?'

'A joint hunt,' Min nodded, removing the last of her disguise. Outside, the sound of feet pounding down the castle corridors was growing louder. 'Tonight has just become very interesting indeed.'



INDEX IMPERIALIS

The Holy Ordos of the Inquisition watch over the soul of Mankind's galactic empire. Their enemies are the daemon, the witch, and the alien, and the power they possess to hunt such prey is virtually limitless. Nobody is safe from the Inquisition's gimlet gaze, not even their own agents. It is their sworn duty to root out corruption wherever it is found and, ultimately, to prevent that corruption from destroying the Imperium - from within or from without.

INQUISITION

THE HOLY ORDERS OF THE EMPEROR'S INQUISITION

By Andy Clark, Duncan Waugh & Elliot Hamer

Inquisitors stalk the shadows of the Emperor's realm with unchecked impunity. They scrutinise every stratum of Human civilisation, from the lowliest sump-jacks to the glittering nobility of the highest spires. They watch for signs of corruption and heresy, investigating whoever and wherever they see fit.

Their authority is absolute, bequeathed to the Holy Ordos in the wake of the Horus Heresy and made manifest in the Rosette that each Inquisitor carries about their person. These devices may take the form of a literal wax seal held within a delicate suspensor field, a hololithic projection generated from an archeotech jewel, a theldrite-and-adamantine amulet, or one of countless other arcane devices.

Just like their Rosettes, no two Inquisitors are exactly the same, each varying enormously from the next in appearance and methods. Yet no matter the Inquisitor or the Rosette they carry, one thing holds true: theirs is the power to open any door, to consult any datascroll or sealed archive, and to requisition whatever civilian or military assets they require in order to see their duty successfully discharged.

Inquisitors are given the complete operational freedom to investigate whatever threats they believe greatest and to do so by any means they see fit. The majority of Inquisitors conceal themselves behind layers of disguise and obfuscation, working primarily through bands of hand-picked Acolytes until they are ready to strike. Only then do they unleash whatever military assets are required to crush their foe underfoot. Such a subtle initial approach often pays dividends, particularly when investigating cunning underground organisations that could simply scatter and vanish at a more direct approach or when daring the wrath of a corrupt planetary governor whose vast resources might have the power to make even an Inquisitor disappear without a trace.

Not all Inquisitors value secrecy and cunning, of course. There are those who prefer to inspire terror not only in their quarry but in all those around them, and those who gather private armies that they wield like the armoured fist of the Emperor himself. In extremis, Inquisitors even have the ability to call upon the ultimate sanction: Exterminatus, planet-death, the annihilation from orbit by virus bomb or cyclonic torpedo of all life upon a world. Most Inquisitors employ such apocalyptic tools only in the face of the direst threats. Of course, not all retain the perspective over time to wield their immense power with restraint ...

THE AQUILA FRACTURED

Though its ultimate mandate is uniform, everything else about the Inquisition is as factionalised and disunited as the worst examples of Imperial bureaucracy. The Inquisition is not one single body. Instead it is broken up into countless sub-factions known as Ordos, each with its own specialised area of interest. Largest and most powerful by some margin are the Ordos Majoris, these being the Ordo Hereticus, the Ordo Malleus, and the Ordo Xenos.

Ordo Hereticus Inquisitors are commonly known as Witch Hunters, for while their purview includes heretics, mutants, and traitors of all sorts, their most well-known role is the apprehension and neutralisation of dangerous rogue psykers. The Ordo Hereticus make great use of anti-psyker technology, blessed artefacts, and the purging purity of flame, and their prey often end their days lashed to a wooden stake atop a blazing pyre.

The Ordo Malleus have perhaps the most dread and dangerous duty of all, for they are the Daemonhunters. Prevention is better than cure, of course, and so Ordo Malleus Inquisitors spend much of their time purging Chaos cults and foiling the monstrous schemes of the Heretic Astartes. When such actions are not enough, it is the duty of Ordo Malleus Inquisitors to wade into the blood and horror unleashed by their daemoniac quarry and see the malevolent beings banished back to the warp no matter the cost.

By comparison to the other major Ordos, the remit of the Ordo Xenos is broad indeed. These are the Alien Hunters, charged with combating

PURITANS AND RADICALS

Even within a single Ordo there are extremes of methodology and belief that divide one Inquisitor from the next and can even set them at one another's throats. The most common of these divisions lies between those Inquisitors who choose to learn all they can of their foes and to use their own weapons and secrets against them, and those who see such behaviour as heretical.

The former are known as radical Inquisitors, those who choose to wield xenos weaponry to hunt aliens, unleash their own psychic powers to defeat witches, or even to conjure and bind daemons to battle other daemons. Then there are puritans, those who frown upon psychic abilities, xenotech, and anything else that might be considered even slightly heretical. Many puritan Inquisitors view their radical counterparts as little better than the corrupt and deviant beings they hunt.

Most Inquisitors begin their careers somewhere on the puritan end of this spectrum, but as they realise the monumental scale of the task they face, the temptation grows ever greater to seize power from whatever and wherever they can. It is with the best of intentions that they make use of the dark secrets they have learned, determined that one step along this treacherous path will not lead to another. Yet some lines cannot be uncrossed, and, as the Ecclesiarchy often preaches, the way into damnation is ever lit by the radiance of false enlightenment.



dangerous xenos both within the bounds of the Imperium and beyond it. Burning out the insidious taint of Genestealer Cults from Imperial underhives, securing hideously dangerous Drukhari artefacts before their unwitting dealers can unleash devastating bio-plagues, launching targeted raids to destabilise burgeoning Ork empires before they can reach the critical mass of the Waaagh!, all of these and countless other missions besides are performed by Ordo Xenos Inquisitors and their agents.

The Ordos Minoris are myriad. In many cases they consist of no more than a handful of Inquisitors set to very specific, often esoteric, and occasionally conflicting tasks. The Ordo Sepulchrum, for example, were formed as a response to the spread of heretical zombie plagues and now investigate, quarantine, and combat outbreaks of myriad warp-spawned diseases. The Ordo Scriptorum oversee Imperial records, communiques, and the sporadic conflicts – the so-called Wars of the Quill – that break out between opposing sects of Imperial scribes. The Ordo Sicarius attempt to police the activities of the shadowy Officio Assassinorum. The Ordo Chronus suppress temporal warp-travel anomalies by mercilessly hunting down those considered chronologically improbable and

erasing them, while the newly established Ordo Maledictum seek any means by which the Great Rift might be driven back or even closed altogether. Some minor Ordos are more obscure and bizarre still. The Ordo Necros, for example, serve an undocumented purpose within the Imperium while the Ordo Vigilus were in turn formed purely to keep a weather eye upon the Ordo Necros.

The majority of Inquisitorial operations are, of course, of huge benefit to the Imperium. Many of the deadliest threats to the Emperor's realm have been halted in their tracks by the efforts of a lone Inquisitor, their selfless operatives, or – occasionally – a conclave of Inquisitorial peers working as one. Yet though they may on occasion cooperate, territorial lines are drawn between the different Ordos, whose operatives have often found themselves working at cross-purposes or even engaging in outright warfare with one another. Each Inquisitor seeks to assert their own agenda with the fanaticism of one certain of their monopoly on the truth. After all, how could someone possessed of such power and forbidden lore not see clearest the path that Humanity must take? More often than not, it is the loyal servants of the Imperium who pay the price for such Inquisitorial conflicts.

Below: The combined might of Inquisitor Coteaz, Inquisitor Karamazov, and Inquisitor Greyfax prepare to battle the Emperor's foes, be they daemon, witch, or alien.



Investigations Ongoing

Day 36.

Talledus System investigation.

'I have seen enough. These so-called Humble Saints are far more insidious than they appear. These are not holy miracles that they manifest, but the unclean powers of the witch. That they conceal their foulness beneath a shroud of false piety and supposed innocence only renders their crimes all the more revolting. I have activated my contacts within the 63rd Delphic Dracons and called in a favour with Captain Hadrach of the Astral Knights. The purge begins now.'

Inquisitor Kaliadh Shayn, Ordo Hereticus

+++

+++ Astropathic Duct Gannymedes Hadrax//0009//Theta

+++ Vermillion Encryption Active

+++ Sending Commences

+++ Interrogator Osmun to Inquisitor Thassian

+++ Operation Shadow Talon successful

+++ Black Ship *Aegis of Truth* boarded amidst trailing coronae of Siren's Storm

+++ Heavy casualties on both sides while combating Silent Sisters of Adamant Hawks Cadre

+++ Twenty-three psi-shackled psykers extracted and brought aboard our craft

+++ *Aegis of Truth* scuttled. If any miss her and come looking, they will believe the warp storm took her

+++ Our craft extracted successfully, all psykers currently under heavy sedation

+++ Phase two can commence

+++ Proceeding to rendezvous point Hydrae-Delphi

+++ Sending Concludes

+++

Personal log of Ordo Xenos Inquisitor Bors Callimue.

Investigation of Planet G-X-17, Pygok's Reach.

The Skorl really are a remarkable species. And to think, had we not intercepted that Ministorum Missionary's shrill bleatings, we never even would have encountered them! 'Oh, oh Emperor, they're eating my flock, oh Emperor they're monsters! Throne save us, blah blah blah ... As if the lives of a few hundred fungus-farmers merit the wholesale slaughter of a magnificent species such as this! Their weapons technology alone demands that we make peaceable contact with these beings and initiate trade, at least until such time as we have sufficient samples of their phase-inverter cannon tech to reverse engineer our own. Then we'll squash them like the invertebrates they resemble.

But what do they want, I wonder? What have we to offer them ...?

Ah! I have it! Exclusive rights to hunt and devour those grubbing little farmers!

Safety from Imperial retribution ... or the perception of it at least. Thank you

Emperor for your divine inspiration, that will do nicely ... Log Ends

+++

... Inquisitorial Clearance Level Vermillion Required

... Granted ... Data scroll Awakening ...

... After-action report, Jhorvian System, Ghloxas Heresy

... Lord Ghloxas of the Death Guard leads Vectorium [sub-ref: The Festerlung Brotherhood] to overthrow agri-world [sub-ref: Jhorvia V]

... Ordo Malleus Inquisitor Vincenze Farradocias Kazymar performs limited combat drop during fighting around [REDACTED]

... Apparent deployment of Daemonhost [sub-ref: Prr'xakkatos >> suspected Tzeentchian alpha-class malefic entity >> sub-ref: Bokha's Sound Massacres, prior conflict between Lord Ghloxas and daemon incursion force led by Prr'xakkatos]

... Ghloxas slain by Daemonhost, substantial collateral damage to Imperial and heretic ground forces

... Astrogatory evidence of Inquisitor Kazymar's cruiser [sub-ref: *Blade Inevitable*] preparing for limited orbital bombardment, presumably to cauterise site of engagement

... Attack run interrupted by arrival of, and aggressive engagement by, Imperial Navy battleship [sub-ref: *Hammerblow*] under Inquisitorial mandate issued by [sub-ref: Ordo Malleus Inquisitor Danicha Hest]

... *Blade Inevitable* believed to have escaped combat engagement zone. Probability of heavy damage incurred

... Jhorvia V currently overrun by battling heretic forces [Death Guard >> Tzeentchian Daemons]

... Situation ongoing, severitas maximal

+++

Sim, it's Khasp. If you get this, jettison your cargo, burn it all and get out. In the name of the Greater Good, get out! Pavayne isn't who she seems. She's no Rogue Trader, she's damned Inquisition. She took the meeting with Thomas's Gue'la enclave alright, but she didn't turn up to trade. They're all dead, Sim. She knows where the Enlightened Ones are planning their ambush. I'm going to try to warn them but I needed to warn you first in ca—

+++

'Interrogator Thorfas, this is Hest, do you read me?'

'Yes, Lady Inquisitor, though this vox signal is faint.'

'It will serve. We have purged the cult of the Blessed Daemon.'

'My congratulations, Lady Inquisitor. Did you persuade the filthy heretics to speak before they died?'

'A little faith in my methods, please, Interrogator. It is as we thought. They aided Kazymar willingly in the creation of the Daemonhost Prr'xakkatos.'

'Then they are damned, and Inquisitor Kazymar with them. Radical heretic ...'

'I am sure that Inquisitor Kazymar believed he had no choice but to follow this path, Thorfas.'

'My Lady, surely you are not arguing for leniency?'

'Not in the slightest, Interrogator. There is no room amidst the ranks of the Ordo Malleus for those who would consort with warp-spawn. I am merely pointing out that there is a lesson here for us all, should we wish to avoid Kazymar's fate.'

'Yes my Lady Inquisitor. He will burn, then?'

'He will burn ...'

+++

[Partial Transmission Intercept]
[Segment Commences]

... breaking through ... barricades in section eighteen ... can't hold them ... longer! Throne Almighty there's ... of them ... slouching ... grinning ... dragged Kariss down and ... don't care whether he's got everything out of the damned cogitator, either he ... or he and Inquisitor Fawren will both be ... when this lot ... Ordo Sicarius will just have to ... with what they've ... Emperor, here they come! Keep shooting! Keep ...

[Segment Concludes]

FORCES OF THE INQUISITION

INQUISITORS

Most Inquisitors are highly trained warriors, formidable in mind, body, and spirit. There are exceptions, of course – those individuals whose age, physical condition, or methodology see them command from afar. Others employ prodigious psychic might, information warfare, and the like to achieve their aims, never dirtying their hands with blade-to-blade combat. However, the vast majority of Inquisitors who take to the battlefields of the 41st Millennium can shoot, fight, and command an army as well as any vaunted Imperial hero.

Many Inquisitors employ specialised weaponry and wargear, from stake-launching crossbows and thrice-blessed holy blades to devastating psycannons, shimmering power weapons, and

cunningly wrought digital lasers. Few Inquisitors go to war without formidable suits of protective plate, holy warding amulets, or even – in the case of some warrior-savants of the Ordo Malleus – massive suits of Terminator armour. There are also those possessed of psychic powers. Such Inquisitors unleash their empyric powers to tear their enemies asunder, ward off the hostile attacks of rogue witches, or shield their operatives from hails of incoming fire.

No matter their abilities or their Ordo, all Inquisitors have one thing in common: they are possessed of a ferocious strength of will. No matter the horrors they are faced with, the unnatural phenomena or malefic manifestations unleashed around them, Inquisitors never waver. Neither do the warriors who fight under the crushing weight of their gaze, for to fail in the sight of the Inquisition is as good as failing before the Emperor himself, and the consequences are similarly dire.

ACOLYTES

The title of Inquisitorial Acolyte applies to any warrior, servant, scholar, aide, bodyguard, or operative recruited to serve an Inquisitor in the field. Inquisitors gather these retinues of Acolytes throughout the course of their investigations, often employing the skills of those they meet along the way and extending an invitation to those who impress them most. One Acolyte may be a heavily armed and armoured Tempestus Scion or ex-Arbitrator; the next might be a skilled bladeswoman from a feudal Imperial culture, a zealous priest brandishing a blazing flamer, a dead-eyed mercenary sniper, or a former veteran of the Astra Militarum. The list of Inquisitorial operatives is as long and varied as the worlds Inquisitors visit and the cultures with which they interact, but all fight to preserve the Emperor's realm by whatever means they know best.

Regardless of what other Acolytes may follow them, nearly every Inquisitor appoints an Interrogator. Acting as their master's chief Acolyte and strong right hand, an Interrogator learns the Inquisitorial craft and – should they live long enough – may eventually be ordained as a fully-fledged Inquisitor in their own right. In this way Inquisitors ensure that, should they fall in the pursuit of their duties, there will be one they trust to adopt their methods and mantle, and to see the mission through to its bloody end.

DAEMONHOSTS

Only the most courageous or desperate Inquisitors dare to create Daemonhosts. Even then it is an act of near-madness that all but the most radical would consider heresy. Fashioning a



HEROES AND VILLAINS

It is impossible to tally how many have borne the Inquisitorial Rosette over the millennia. Moreover, the vast majority have lived and died entirely beyond the sight of the Imperium they served, and whether they were saints, monsters, or a little of both is a question of perspective far beyond any but their peers to judge. For all this, there are those names that have attracted glory and notoriety in equal measure. There are those Inquisitors who – whether for the extreme methods they employ or the campaigns they have concluded – have come to be known throughout the far-flung circles of the Inquisition and, in a few rare cases, even beyond.

There is the ruthlessly authoritarian Torquemada Coteaz of the Ordo Malleus, a merciless puritan whose

tenure as High Protector of the Formosa Sector has seen him root out and destroy dozens of heretical cults. Then there is the zealous Ordo Hereticus Witch Hunter Fyodor Karamazov, who rides into battle atop his armoured Throne of Judgement and incinerates anyone who shows the slightest signs of what he considers heresy. Inquisitor Greyfax of the Ordo Xenos has found recent prominence due to her involvement with the resurrection of Roboute Guilliman and her subsequent fanatical purges of Necron forces localised around Ultramar. The deeds of these and other Inquisitors of great note may seem like heroism or heresy dependent upon perspective, but as Coteaz himself once notoriously remarked, 'Let none judge my deeds but the Emperor himself, for no other possesses the right nor the vision.'

Daemonhost involves trapping the essence of a daemon within the corporeal body of a luckless human by fooling the daemon into possessing the unfortunate host and capturing its essence within their living flesh. The victim is prepared through the application of warding runes and sigils tattooed into their flesh, and bound with blessed chains, ensorcelled manacles, and whatever other arcane bindings will prevent the daemon from bursting free of its mortal prison once the act of possession has been performed.

Daemonhosts are powerful if unpredictable allies, for they retain many of their unnatural powers to warp reality out of true. Some instil unholy might and resilience in their host bodies. Others bend time and space, unleash ravaging blasts of warp energy that can wrench a battle-tank inside out, or manifest even stranger and more bizarre abilities. Yet no matter how much they might twist and writhe, rage and scream, and fight their imprisonment, all Daemonhosts must employ these powers at the command of their master, the Inquisitor who summoned and trapped them.

JOKAERO

The Jokaero are an unusual xenos species occasionally seen amidst Ordo Xenos Inquisitorial retinues. They resemble gangle-limbed, orange-furred simians with sharply intelligent eyes and multijointed, retractable fingers and toes. This appearance has led many to sneer at the creatures as glorified pets, or else frown upon them as heretical xenos beasts. Yet those Inquisitors who include Jokaero amidst their retinues do so because they understand their incredible worth; Jokaero are instinctively talented techno-artisans without equal.

Acting as armourers and engineers for their Inquisitorial employers, the xenos tinker

constantly with the weaponry and wargear of those around them, often implementing modifications mid-battle that would make more conservative Imperial servants recoil in horror. Whatever the Jokaero do, it improves fire rates, enables weapons to pierce enemies' armour with ease, and goads machine spirits to ever greater ballistic wrath. Nothing can match the raw fury of the strange xenos' own digital weaponry, however. Though they may resemble little more than odd baubles and glowing jewellery, these laser weapons can blast the leg from a heretical Knight or pick apart entire squads of enemy warriors long before they can get close enough to threaten the Inquisitor's life.





INDEX: INQUISITION

In this section you will find datasheets and rules for using the forces of the Inquisition in your games of Warhammer 40,000, powerful individuals and their retainers who have complete autonomy to pursue Mankind's enemies.

KEYWORDS

Throughout this section you will come across the <ORDO> keyword. When you include such a unit in your army, you must nominate which Ordo it is from and then replace the <ORDO> keyword in every instance on its datasheet with the name of your chosen Ordo. The Ordos available are **ORDO HERETICUS**, **ORDO MALLEUS**, **ORDO XENOS** and **ORDO MINORIS**.

For example, if you include an Acolytes unit in your army and decide they are from the **ORDO HERETICUS**, their <ORDO> keyword becomes **ORDO HERETICUS** and the first sentence of their Loyal Servant ability reads 'When a friendly **ORDO HERETICUS** **INQUISITOR** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack.'

ABILITIES

The following abilities are common to many Inquisition units:

QUARRY

Units with the **ORDO MALLEUS**, **ORDO HERETICUS**, **ORDO XENOS** or **ORDO MINORIS** keyword gain the respective ability below:

Ordo Malleus: When resolving an attack made by a model in this unit against a **CHAOS** or **DAEMON** unit, you can re-roll the hit roll and you can re-roll the wound roll.

Ordo Hereticus: When resolving an attack made by a model in this unit against a **CHAOS** or **PSYKER** unit, you can re-roll the hit roll and you can re-roll the wound roll.

Ordo Xenos: When resolving an attack made by a model in this unit against a unit that is not **CHAOS**, **IMPERIUM** or **UNALIGNED**, you can re-roll the hit roll and you can re-roll the wound roll.

Ordo Minoris: When resolving an attack made by a model in this unit against a **CHARACTER** unit, you can re-roll the hit roll and you can re-roll the wound roll.

AUTHORITY OF THE INQUISITION

INFANTRY units with this ability can embark aboard any **IMPERIUM TRANSPORT** model, even if that model normally only permits models with other Faction keywords to do so. All other restrictions apply normally, and **INQUISITOR TERMINATOR** models can only embark aboard **TRANSPORT** models that specifically allow **TERMINATOR** models to do so.

If your army is Battle-forged, the following rules apply:

- No more than one **INQUISITOR** unit can be included in any **INQUISITION** Detachment (that is, a Detachment that includes only **INQUISITION** units).
- If your army does not include any **INQUISITION** Detachments, one **INQUISITOR** unit can be included in any other Detachment without taking up a slot so long as every unit in your army (with the exception of those that are **UNALIGNED**) has the **IMPERIUM** keyword (and does not have the **FALLEN** keyword). That **INQUISITOR** unit does not prevent other units in your army benefiting from Detachment abilities (e.g. Chapter Tactics), and does not prevent abilities that require every model in your army to have that ability (e.g. Combat Doctrines, Canticles of the Omnissiah). In a matched play game, that **INQUISITOR** unit is ignored for the purposes of the Battle Brothers rule (although all units in your army must still have the **IMPERIUM** faction keyword).

STRATAGEMS

If your army is Battle-forged and includes any **INQUISITOR** units, you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Inquisition. If a Stratagem is used before the battle to upgrade a unit (i.e. Inquisitorial Mandate) and you have an army roster, you must note on it which Stratagems are used to upgrade which units.

4CP

CYCLONIC TORPEDO

Inquisition Stratagem

Few have the authority to condemn an entire world to the fires of Exterminatus. An Inquisitor has such power, and the arsenal to deliver it.

Use this Stratagem in your Shooting phase, if an **INQUISITOR** model from your army is on the battlefield. Select one point on the battlefield and roll one D6 for each unit within 2D6" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+ the unit being rolled for suffers D3 mortal wounds. You can only use this Stratagem once per battle.

1CP

INQUISITORIAL MANDATE

Inquisition Stratagem

With complete authority to pursue threats, Inquisitors are a potent presence in any of Humanity's armies.

Use this Stratagem before the battle. Select one **INQUISITOR** model from your army that is not your Warlord and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. If that model is not a named character or **VEHICLE**, you can then give one Relic of the Inquisition to that model. All of the Relics your army includes must be different and be given to different models. You can only use this Stratagem once per battle.

1CP

SEIZE FOR INTERROGATION

Inquisition Stratagem

Nine stages of interrogation await those captured by the Inquisition, each more terrifying than the last. Even in the field, excrutiators will pry secrets from the minds of those captured.

Use this Stratagem in any phase, after an enemy **CHARACTER** unit is destroyed within 3" of any **INQUISITION** units from your army. Gain D3 Command Points and subtract 1 from the Leadership characteristic of enemy units until the end of the battle. You can only use this Stratagem once per battle.

1CP

REQUISITION

Inquisition Stratagem

The remit of the Inquisition is such that all of the Imperium's men and women must abide by its agents' demands.

Use this Stratagem in your Shooting phase, the Fight phase or your opponent's Charge phase, when an **IMPERIUM INFANTRY** or **IMPERIUM BIKER** unit from your army that is within 6" of a friendly **INQUISITOR** unit fires Overwatch or is chosen to shoot or fight with. Until the end of that phase, when resolving an attack made by a model in that unit against an enemy unit specified in that **INQUISITOR** unit's Quarry ability, re-roll a hit roll of 1.



Inquisitor Karamazov issues his judgement to the heretics of Boreah Hive. There can be only one sentence: death.



4
POWER

INQUISITOR GREYFAX

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Greyfax	6"	3+	3+	3	3	5	4	10	3+
Inquisitor Greyfax is a single model equipped with: master-crafted condemnor boltgun; master-crafted power sword; frag grenades; krak grenades; psyk-out grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Master-crafted condemnor boltgun	24"	Rapid Fire 1		4	-1	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of 3 for that attack.		
Master-crafted power sword	Melee	Melee		User	-3	2	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
Psyk-out grenades	6"	Grenade D3		2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, on a hit roll of 6+ the target suffers 1 mortal wound and the attack sequence ends.		
ABILITIES	Authority of the Inquisition, Quarry (pg 28)						Indomitable: When a Deny the Witch test is taken for this model, add 1 to the total.		
	Psyoculum: This model can target a PSYKER CHARACTER or DAEMON CHARACTER unit even if it is not the closest enemy unit.						Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.		
	Refractor Field: This model has a 5+ invulnerable save.								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Telethesia discipline (pg 36).								
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO HERETICUS								
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR, PSYKER, GREYFAX								



4
POWER

INQUISITOR COTEAZ

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Coteaz	6"	3+	3+	3	3	5	4	10	2+
Inquisitor Coteaz is a single model equipped with: bolt pistol; psyber-eagle; master-crafted Nemesis Daemon hammer. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Psyber-eagle	24"	Assault D6		4	0	1	-		
Master-crafted Nemesis Daemon hammer	Melee	Melee		x2	-3	3	-		
ABILITIES	Authority of the Inquisition, Quarry (pg 28)						Spy Network: When an enemy unit is set up on the battlefield as reinforcements, you can select one friendly ORDO MALLEUS unit within 6" of this model. The selected unit can shoot at that enemy unit as if it were your Shooting phase. In addition, once per battle, when your opponent uses a Stratagem, this model can use its spy network. If it does, your opponent must spend 1 additional Command Point to resolve that Stratagem, or else it has no effect and any Command Points spent on that Stratagem are considered not to have been spent. This ability cannot affect Stratagems used 'before the battle'.		
	Refractor Field: This model has a 5+ invulnerable save.								
	Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.								
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Telethesia discipline (pg 36).								
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS								
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR, PSYKER, COTEAZ								



INQUISITOR KARAMAZOV

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Karamazov	5"	3+	3+	5	5	8	4	10	4+
Inquisitor Karamazov is a single model equipped with: master-crafted multi-melta; master-crafted power sword; Throne of Judgement's stomping feet. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Master-crafted multi-melta	30"	Assault 1		8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.		
Master-crafted power sword	Melee	Melee		User	-3	2	-		
Throne of Judgement's stomping feet	Melee	Melee		User	-1	2	When the bearer fights, it makes 2D3 additional attacks with this weapon.		
ABILITIES	Authority of the Inquisition, Quarry (pg 28)						Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.		
	Supreme Will: When a Psychic test is taken for an enemy model within 12" of this model, subtract 1 from the total. In addition, if a psychic power manifested by an enemy model targets this model, roll 2D6: if the total is greater than or equal to the Psychic test total, this model is not affected by that power (other models are still affected normally).						Dread Reputation: Subtract 1 from the Leadership characteristic of enemy INFANTRY units whilst they are within 12" of this model.		
							Throne of Judgement: This model has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO HERETICUS								
KEYWORDS	VEHICLE, CHARACTER, INQUISITOR, KARAMAZOV								





INQUISITOR EISENHORN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+
Inquisitor Eisenhorn is a single model equipped with: artificer bolt pistol; Barbarisater; runestaff; electrobane grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Artificer bolt pistol	12"	Pistol 1		4	-1	2	-		
Barbarisater	Melee	Melee		User	-3	D3	When resolving an attack made with this weapon, add 1 to the hit roll.		
Runestaff	Melee	Melee		+3	-1	D3	-		
Electrobane grenades	6"	Grenade 1		4	-1	1	When resolving an attack made with this weapon against a VEHICLE unit, an unmodified wound roll of 4-5 inflicts 1 mortal wound on the target in addition to any other damage and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.		
ABILITIES	Authority of the Inquisition, Quarry (pg 28)						No Stranger to Pain: When this model would lose a wound, roll one D6; on a 6, that wound is not lost.		
	Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.						Malus Codicium: Once per battle, at the end of your Movement phase, you can use this ability. If you do, this model loses the Unquestionable Wisdom ability. Then set up a DAEMONHOST unit within 6" of this model and more than 9" away from any enemy models. Add 2 to that model's Strength, Toughness, Wounds and Attacks characteristics. If this model is destroyed, that DAEMONHOST unit is also destroyed.		
	Radical Bond: Whilst the DAEMONHOST model that was set up with this model's Malus Codicium ability is within 6" of this model, when resolving an attack made by that model, add 1 to the hit roll and wound roll, and when resolving an attack against that model, add 1 to its invulnerable save for that attack.								
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Telethesia discipline (pg 36).								
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO XENOS								
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR, PSYKER, EISENHORN								



ORDO MALLEUS INQUISITOR IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ordo Malleus Inquisitor in Terminator Armour	6"	3+	3+	3	3	6	4	9	2+
An Ordo Malleus Inquisitor in Terminator Armour is a single model equipped with: storm bolter; Nemesis Daemon hammer; psyk-out grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Combi-flamer	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.								
- Boltgun	24"	Rapid Fire 1	4	0	1	-			
- Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.			
Combi-melta	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.								
- Boltgun	24"	Rapid Fire 1	4	0	1	-			
- Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.			
Combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.								
- Boltgun	24"	Rapid Fire 1	4	0	1	-			
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-			
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.			
Psycannon	24"	Heavy 4	7	-1	1	-			
Storm bolter	24"	Rapid Fire 2	4	0	1	-			
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.			
Psyk-out grenades	6"	Grenade D3	2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, a hit roll of 6+ inflicts 1 mortal wound on the target and the attack sequence ends.			
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following instead of 1 storm bolter: 1 combi-flamer; 1 combi-melta; 1 combi-plasma; 1 psycannon. This model can be equipped with 1 weapon from the <i>Force Weapons</i> list instead of 1 Nemesis Daemon hammer. 								
ABILITIES	<p>Authority of the Inquisition, Quarry (pg 28)</p> <p>Terminator Armour: This model has a 5+ invulnerable save.</p> <p>Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.</p> <p>Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.</p>								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Telethesia discipline (pg 36).								
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR								

 		INQUISITOR								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Inquisitor	6"	3+	3+	3	3	5	4	9	4+	
An Inquisitor is a single model equipped with: bolt pistol; chainsword; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Chainsword	Melee	Melee			User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can have the PSYKER keyword. If it does, it can be equipped with 1 weapon from the <i>Force Weapons</i> list instead of 1 chainsword. This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the <i>Pistol Weapons</i> list, 1 weapon from the <i>Ranged Weapons</i> list. This model can be equipped with 1 weapon from the <i>Melee Weapons</i> list instead of 1 chainsword. 									
ABILITIES	<p>Authority of the Inquisition, Quarry (pg 28)</p> <p>Refractor Field: This model has a 5+ invulnerable save.</p> <p>Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.</p> <p>Iron Will: If this model is not a PSYKER and a psychic power manifested by an enemy model targets this model, roll 2D6: if the total is greater than or equal to the Psychic test total, this model is not affected by that power (other models are still affected normally).</p>									
PSYKER	If this model is a PSYKER , it can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Telethesia discipline (pg 36).									
FACTION KEYWORDS	IMPERIUM, INQUISITION, <ORDO>									
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR									

 		DAEMONHOST								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Daemonhost	6"	4+	4+	4	4	4	3	7	7+	
A Daemonhost is a single model equipped with: unholy gaze; warp grasp.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Unholy gaze	12"	Assault 1		8	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has a Damage characteristic of 3 for that attack.			
Warp grasp	Melee	Melee			User	-3	1	-		
ABILITIES	<p>Daemonic Power: At the start of your Movement phase, roll one D6 for each model with this ability and apply the following result:</p> <p>D6 Result</p> <p>1-2 Daemonic Speed: Until the start of your next turn, this model has a Move characteristic of 12" and can FLY.</p> <p>3-4 Re-knit Host Form: This model regains all its lost wounds.</p> <p>5-6 Energy Torrent: Roll one D6 for each enemy unit within 3" of this model; on a 2+ that enemy unit suffers D3 mortal wounds.</p> <p>Daemonic: This model has a 5+ invulnerable save.</p>									
FACTION KEYWORDS	IMPERIUM, INQUISITION									
KEYWORDS	CHARACTER, INFANTRY, DAEMON, DAEMONHOST									



1
POWER

JOKAERO WEAPONSMITH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Jokaero Weaponsmith	6"	6+	4+	2	3	3	2	7	7+

A Jokaero Weaponsmith is a single model equipped with: Jokaero weapons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Jokaero weapons	When you choose this weapon to shoot with, select one of the profiles below.					
- Focused strike	24"	Heavy 1	8	-3	3	-
- Scatter shot	12"	Assault 6	4	-1	1	-

ABILITIES

Authority of the Inquisition (pg 28)

Defence Orbs: This model has a 5+ invulnerable save.

Inconceivable Customisation: At the start of your Shooting phase, you can select one friendly <ORDO> unit within 3" of this model and roll one D6; apply the result from the following table to the selected unit until the end of the turn.

D6	Result
1-2	Augmented Targeting: When resolving an attack made by a model in this unit, you can re-roll the hit roll.
3-4	Augmented Penetration: When resolving an attack made by a model in this unit, you can re-roll the wound roll.
5-6	Total Augmentation: When resolving an attack made by a model in this unit, you can re-roll the hit roll and you can re-roll the wound roll.

FACTION KEYWORDS IMPERIUM, JOKAERO, INQUISITION, <ORDO>

KEYWORDS CHARACTER, INFANTRY, JOKAERO WEAPONSMITH



1
POWER

ACOLYTE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Acolyte	6"	4+	4+	3	3	1	2	7	5+

This unit contains 1 Acolyte. It can additionally contain up to 5 additional Acolytes (**Power Rating + 1** per Acolyte). Every model is equipped with: laspistol; chainsword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any model can be equipped with 1 weapon from the *Pistol Weapons* list instead of 1 laspistol.
- Any model can be equipped with 1 weapon from from the *Melee Weapons* or *Ranged Weapons* lists instead of 1 chainsword.

ABILITIES

Authority of the Inquisition, Quarry (pg 28)

Agent: If this unit contains 1 Acolyte at the start of battle, it gains the **CHARACTER** keyword.

Loyal Servant: When a friendly <ORDO> **INQUISITOR** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and one model from this unit is destroyed. Only one attempt can be made to intercept each attack.

FACTION KEYWORDS IMPERIUM, INQUISITION, <ORDO>

KEYWORDS INFANTRY, ACOLYTE

WARLORD TRAITS

If an **INQUISITION CHARACTER** model is your Warlord, you can use the Inquisition Warlord Traits table to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one. Alternatively, you can select one of the Ordo-specific Warlord Traits below, but only if your Warlord is from the relevant Ordo.

1 RADICAL

This warlord has no qualms about using heretical material if it serves Humanity's interests.

Once per battle round, you can re-roll one hit roll, wound roll, damage roll, saving throw, Psychic test or Deny the Witch test made for this Warlord.

2 PURITAN

Faith and purity of purpose shields this warlord from the horrors of the galaxy.

Improve this Warlord's invulnerable save by 1 (to a maximum of 3+).

3 FORMIDABLE RESOLVE

The unshakeable will of this warlord is enough to steel the hearts of Humanity's warriors.

Add 1 to this Warlord's Leadership characteristic and increase the range of this Warlord's Unquestionable Wisdom ability by 6".

ORDO HERETICUS: NO ESCAPE

This warlord is relentless in the hunt for their quarry.

This Warlord can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3". When an enemy unit within 1" of this Warlord is chosen to Fall Back, you can roll one D6; unless any models in that unit have a minimum move characteristic, on a 4+ that unit cannot Fall Back this turn.

ORDO XENOS: ESOTERIC LORE

This warlord is rarely outwitted.

Whilst this Warlord is on the battlefield, roll one D6 each time your opponent uses a Stratagem; on a 5+ you gain 1 Command Point.

ORDO MALLEUS: PSYCHIC MASTERY

This warlord has long mastered the immaterium's energies.

This Warlord knows one additional psychic power from the Telethesia discipline (pg 36), and can attempt to manifest one additional psychic power in your Psychic phase and attempt to deny one additional psychic power in your opponent's Psychic phase.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

NAMED CHARACTER	WARLORD TRAIT
Inquisitor Eisenhorn	Radical
Inquisitor Greyfax	No Escape
Inquisitor Karamazov	Formidable Resolve
Inquisitor Coteaz	Psychic Mastery

TELETHESIA DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models that know powers from the Telethesia discipline using the powers presented here. You can either roll one D6 on the table below to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows. If you are selecting powers, you can select from the Ordo-specific powers opposite, but only if the **PSYKER** belongs to that Ordo.

1 TERRIFY

Terrify has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit, and that unit cannot fire Overwatch.

2 PSYCHIC FORTITUDE

Psychic Fortitude has a warp charge value of 4. If manifested, select one friendly **IMPERIUM** unit within 12" of this psyker. Until the start of your next Psychic phase, when a Morale test is taken for that unit, do not roll the dice; it is automatically passed.

3 DOMINATE

Dominate has a warp charge value of 6. If manifested, select one enemy model within 12" of this psyker that is not a **VEHICLE** and roll 3D6. If the total is equal to or greater than that model's Leadership characteristic, that model can immediately shoot with one weapon as if it were your Shooting phase, or make one attack as if it were the Fight phase. In either case, treat that model as if it were a separate unit that is part of your army whilst shooting or making that close combat attack.

4 MENTAL INTERROGATION

Mental Interrogation has a warp charge value of 6. If manifested, select one enemy **CHARACTER** model within 12" of and visible to this psyker. Until the start of your next Psychic phase, when resolving an attack made by that model, subtract 1 from the hit roll. If your army is Battle-forged roll 3D6; if the result is equal to or greater than that model's Leadership characteristic, you gain 1 Command Point.

5 PSYCHIC PURSUIT

Psychic Pursuit has a warp charge value of 7. If manifested, select one enemy **CHARACTER** unit that only contains models with a Wounds characteristic of less than 10 and is within 18" of and visible to this psyker. Then, select one friendly **<ORDO>** unit within 6" of this psyker. Until the end of your next Shooting phase, that **<ORDO>** unit can target that **CHARACTER**, even if it is not the closest enemy unit.

6 CASTIGATION

Castigation has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker and roll 3D6; if the total exceeds the lowest Leadership characteristic in that unit, that unit suffers D3 mortal wounds.

ORDO HERETICUS: ASCERTAINMENT

The psyker ravages the minds of the foe in their search for truth.

Ascertainment has a warp charge value of 6. If manifested, select one enemy unit within 12" of this psyker. Until the start of your next Psychic phase, subtract 1 from the Attacks characteristic of models in that unit (to a minimum of 1). Roll 2D6; if the total is equal to or greater than the highest Leadership characteristic in that unit, then until the start of your next Psychic phase, when resolving an attack made by a model in that unit, subtract 1 from the hit roll.

ORDO XENOS: PSYCHIC VEIL

The psyker veils their allies from the eyes of the enemy.

Psychic Veil has a warp charge value of 5. If manifested, until the start of your next Psychic phase friendly **ORDO XENOS** units within 6" of this psyker can only be selected as the target of attacks if they are the closest visible enemy unit, and can only be selected as the target of charges if they are within 6" of the charging unit.

ORDO MALLEUS: POWER THROUGH KNOWLEDGE

The psyker instills learned truths into the minds of their allies to better fight the servants of Chaos.

Power Through Knowledge has a warp charge value of 6. If manifested, select one friendly **IMPERIUM INFANTRY** or **IMPERIUM BIKER** unit within 12" of this psyker. Until the start of your next Psychic phase, models in that unit have a 5+ invulnerable save.

RELIQS OF THE INQUISITION

The armouries of the Inquisition are filled with myriad artefacts. Some are rare technology whilst others are difficulty sourced relics that bear a weighty history – for good or ill.

If your army is led by an INQUISITION Warlord, you can give one of the following Relics of the Inquisition to an INQUISITION CHARACTER model from your army. Named characters and VEHICLE models cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics of the Inquisition your models have on your army roster.

BLADE OF THE ORDO

These exquisite powered blades have been in service to the Ordo for thousands of years, each one passed on when an Inquisitor's tenure comes to an end.

INQUISITOR model equipped with power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Ordo	Melee	Melee	+1	-3	D3
Abilities: When resolving an attack made with this weapon against a unit that is specified by the bearer's Quarry ability (pg 28), this weapon has a Damage characteristic of 3 for that attack.					

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet.

INQUISITOR model only. When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000* rulebook). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

BLACKSHROUD

Whether by way of advanced technology or a stranger, more esoteric power, this mysterious black cloak of unknown provenance shields the wearer from harm.

INQUISITOR model only. When resolving an attack made against a model with this Relic, subtract 1 from the wound roll.

IGNIS JUDICIUM

The flames of this ancient inferno pistol burn hottest when dancing upon the heretic and the witch, a conflagration that only absolution will extinguish.

ORDO HERETICUS INQUISITOR model equipped with inferno pistol only. This Relic replaces an inferno pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ignis Judicium	12"	Pistol 1	8	-4	D6
Abilities: When resolving an attack made with this weapon against a unit that is within half range or that has the CHAOS or PSYKER keyword, roll two D6 when inflicting damage with it and discard one of the results.					

BIO-CORROSIVE POISONS

With their melee weapons coated in hyper-aggressive strains of poison, the bearer can lay low the mightiest beast, no matter its genetic heritage.

ORDO XENOS INQUISITOR model only. When resolving an attack made with a melee weapon by a model with this Relic against a unit that is not a VEHICLE or TITANIC, a wound roll of 2+ is always successful.

TAINED BLADE

Only the most radical Inquisitor would bear such a controversial weapon, for with it they can wield the essence of the enemy against them.

ORDO MALLEUS INQUISITOR model equipped with a power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Tainted Blade	Melee	Melee	+3	-3	1
Abilities: In the Fight phase, when the bearer is chosen to fight with for the first time that phase, roll one D6; on a 1 the bearer suffers 1 mortal wound and this weapon cannot be used that phase. When resolving an attack made with this weapon, if the saving throw is failed you can make one additional attack against the same unit using this weapon. This additional attack cannot generate another attack.					

ARMOURIES OF THE ORDOS

With near-limitless resources, the Inquisition can requisition weaponry from across the Imperium, allowing them to apply the necessary lethality against Humanity's countless foes. From reliable laspistols and chainswords to the arcane and rare inferno pistol and mighty Nemesis Daemon hammer, the wargear of the Inquisition is detailed here.

WARGEAR LISTS

MELEE WEAPONS

- Power fist
- Power maul
- Power sword
- Thunder hammer

FORCE WEAPONS

- Force axe
- Force stave
- Force sword
- Nemesis Daemon hammer

PISTOL WEAPONS

- Bolt pistol
- Inferno pistol ¹
- Needle pistol
- Plasma pistol

RANGED WEAPONS

- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun ¹
- Flamer
- Hot-shot lasgun
- Incinerator ¹
- Meltagun
- Plasma gun
- Storm bolter

¹ INQUISITOR only

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Combi-melta	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of D3 for that attack.
Electrobane grenades	6"	Grenade 1	4	-1	1	When resolving an attack made with this weapon against a VEHICLE unit, an unmodified wound roll of 4-5 inflicts 1 mortal wound on the target in addition to any other damage and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.
Jokaero weapons	When you choose this weapon to shoot with, select one of the profiles below.					
- Focused strike	24"	Heavy 1	8	-3	3	-
- Scatter shot	12"	Assault 6	4	-1	1	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Frag grenades	6"	Grenade D6	3	0	1	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Incinerator	8"	Assault D6	6	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Inferno pistol	6"	Pistol 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Laspistol	12"	Pistol 1	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Master-crafted condemnor boltgun	24"	Rapid Fire 1	4	-1	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of 3 for that attack.
Master-crafted multi-melta	30"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Needle pistol	12"	Pistol 1	1	0	1	When resolving an attack made with this weapon, a wound roll of 6+ is successful if the target is a VEHICLE unit or TITANIC unit; otherwise a wound roll of 2+ is successful.
Plasma gun	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Psyber-eagle	24"	Assault D6	4	0	1	-
Psycannon	24"	Heavy 4	7	-1	1	-
Psyk-out grenade	6"	Grenade D3	2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, on a hit roll of 6+ the target suffers 1 mortal wound and the attack sequence ends.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Unholy gaze	12"	Assault 1	8	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has a Damage characteristic of 3 for that attack.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barbarisater	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon, add 1 to the hit roll.
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Master-crafted Nemesis Daemon hammer	Melee	Melee	x2	-3	3	-
Master-crafted power sword	Melee	Melee	User	-3	2	-
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Runestaff	Melee	Melee	+3	-1	D3	-
Throne of Judgement's stomping feet	Melee	Melee	User	-1	2	When the bearer fights, it makes 2D3 additional attacks with this weapon.
Thunder hammer	Melee	Melee	x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Warp grasp	Melee	Melee	User	-3	1	-

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are armed with to determine your army's total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Acolytes	1-6	8
Daemonhost	1	25
Inquisitor	1	55
Jokaero Weaponsmith	1	18
Ordo Malleus Inquisitor in Terminator Armour	1	91

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Inquisitor Coteaz	1	90
Inquisitor Eisenhorn	1	80
Inquisitor Greyfax	1	85
Inquisitor Karamazov	1	115

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Bolt pistol	0
Boltgun	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Condemnor boltgun	1
Jokaero weapons	4
Flamer	6
Frag grenade	0
Hot-shot lasgun	4
Incinerator	20
Inferno pistol	7
Laspistol	0
Krak grenade	0
Meltagun	14
Needle pistol	2
Plasma gun	11
Plasma pistol	5
Psycannon	7
Psyk-out grenade	0
Storm bolter	2
Unholy gaze	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	0
Force Axe	10
Force stave	8
Force sword	8
Nemesis Daemon hammer	18
Power fist	9
Power maul	4
Power sword	4
Thunder hammer	16
Warp grasp	0





AGENTS OF THE INQUISITION

You've read the short story, background, and rules for the Inquisition. Now feast your eyes on a gallery of inspirational Inquisitors and their retinues, converted and painted by the talented members of the Warhammer Studio.

Inquisitors and their retinues come in many different guises, offering up loads of painting and modelling opportunities for enthusiastic hobbyists. The best thing is there are so many miniatures that can be used to represent them! Tempestus Scions and Skitarii Rangers make excellent Acolytes, as do Genestealer Cult Hybrids and Chaos Cultists (ironically!). And the list is virtually endless when

it comes to models you can use for Inquisitors, too. Magi, Sorcerers, Space Marines, Custodes, and even Stormcast Eternals have been used in this article, plus countless other bits and pieces raided from people's bits boxes. Over the next few pages you'll see Inquisitors and their retinues painted by Nyle Ajina, Maxime Corbeil, and Dan Harden, plus lone Inquisitors (some puritan, some radical) painted by other members of the studio.

INQUISITOR INDRIS, ORDO XENOS

Nyle: My Inquisitor is an Ordo Xenos radical who has started using alien tech in her wars against them. I used to play Inquisitor a lot, and I wanted to recreate the classic retinue with an Inquisitor, a Guardsman, a Magos, and an Arco-Flagellant. The Guard trooper is the least radical of the team – he has a web pistol and power maul for capturing specimens. The Magos is a xeno-biologist who likes experimenting on aliens. He has already converted a Genestealer Cults Aberrant into an Arco-Flagellant.



1

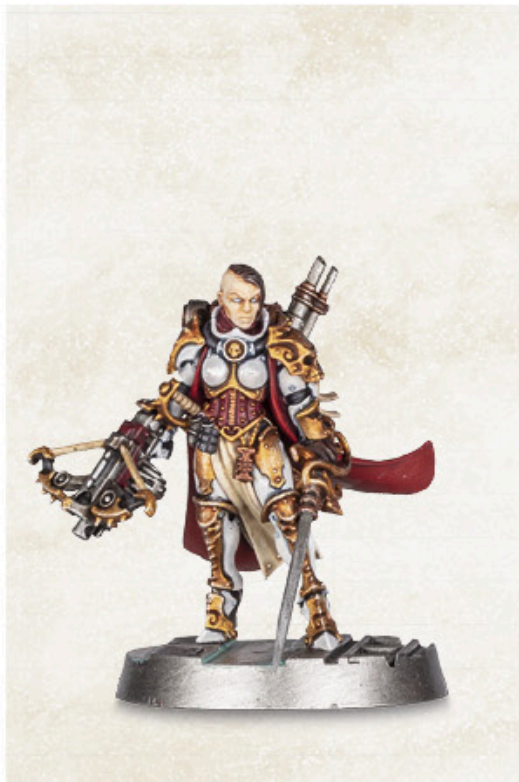


2

Inquisitor Ashuria Indris (1) is converted from a Genestealer Cults Magus with the head of a Delaque Ganger and a Farseer's spear. The belt on her robe features an Inquisitorial symbol taken from the Deathwatch Kill Team set.

Her Arco-Flagellant (2) is converted from an Aberrant with the lash whip from a Metamorph, a Sicarian Ruststalker claw, a Cult Primus claw, and a pacifier helm made from a Skitarii Vanguard helmet.





1



2



3

Ashley Lowe converted two Inquisitors. The first is based on Inquisitor Greyfax (1), with the rapier blade from Janus Draik and the head of a Stormcast Eternals Sequitor. The second (2) is based on another Sequitor with the addition of a Space Wolves power axe, Inquisitorial icons, and purity seals.

Mark Bedford's Inquisitor (3) is also made from Inquisitor Greyfax, but with the addition of a Skitarii galvanic rifle and the head from Saint Celestine.

INQUISITOR BOURGERY, ORDO CHRONOS

Maxime: I converted this Inquisitor for a campaign I was playing in the studio. The Inquisitor is actually the wizened old man being carried by the armoured warrior. He is a very powerful psyker, but he has become withered due to overuse of his powers. He now seeks a way to travel back in time to hijack his younger body. His retinue are all mechanically augmented meat puppets – mind-wiped people that he controls psychically much like Inquisitor Ravenor does in the novels of the same name.



1



2

Inquisitor Appolus Bourgerly (1) is converted from a Stormfiend brain-rat, with the head of a Skitarii Ranger. His carrier is made from a Tempestus Scion torso, Genestealer Hybrid arms and legs, and a Putrid Blightking's head.

Bourgerly's gun puppet (2) is an amalgamation of many kits. The legs are the wooden ribs of a Corpse Cart, while the model's body is a Ghoul. The head is from a Chaos Cultist, while the heavy stubber comes from a Chimera.



John Blanche's Inquisitor **(1)** is converted from Ixion Hale, with the addition of an Orlock autopistol and servoclaw.

James Gallagher used Inquisitor Greyfax's body for his Inquisitor **(2)**, plus the hooded head of a Dark Rider and a cut-down daemon sword from Kranon the Relentless.

Inquisitor Caleb Sterne **(3)** is converted by Andy King. Andy used a Chaos Sorcerer's robes, a Grey Knights blade, and a Space Marine's head, torso, and arms.



1



2



3

INQUISITOR THANE, ORDO XENOS

Dan: I converted this Inquisitor and his warband to fight alongside my Adeptus Mechanicus army. My Skitarii are from Stygies VIII, and their Tech-Priests are known for their interest in xenos technology, so it seemed right to send an Inquisitor to watch over them. It just so happens that he's a bit of a sympathiser and has an interest in alien technology himself. So now he's equipped himself with some Stygian technology and disappeared into the galaxy to hunt some aliens.



1



2

Inquisitor Thane **(1)** is converted using the robed legs of a Chaos Sorcerer Lord with the armoured torso from a Tactical Marine. His specimen canister is actually a street lamp from the old Sector Imperialis terrain kits – you can see one of his diminutive Acolytes carrying a spare tank full of bubbling green liquid in the picture below.

Tech-Priest Omnos LXIV **(2)** is converted from a Cairn Wraith with a servo-skull head and a Tech-Priest's axe.





1



2



Maxime's radical Inquisitor of the Ordo Malleus (1) is converted from an Ordo Malleus Inquisitor with the armoured gauntlet from the Emperor's Champion and a very large and angry-looking daemon blade taken from the Chaos Lord kit.

Maxime also painted Inquisitor Eisenhorn (2). As a long-time fan of the novel series by Dan Abnett, Maxime was very excited when he got to sculpt the model. He then, of course, had to paint one for himself!

INQUISITOR MAEL, ORDO HERETICUS

Maxime: Inquisitor Mael is one of those ultra-puritanical Inquisitors who basically goes around burning everything that's even slightly heretical. He normally fights alongside my Black Templars, who are also well known for abhorring witches and heretics. The Inquisitor's retinue are made up of all kinds of models, including an old Dialogus model (her staff now features a skeleton in a gibbet from the Gargant kit), an Empire priest, and a scribe from the Death Korps of Krieg Quartermaster set.



1



2

Inquisitor Mael's most trusted Acolyte has been converted from a Chaos Cultist with the head of a Wight King (1). Maxime sculpted the flames, bionic eye, and cables leading into the character's mouth himself.

Inquisitor Faustus Mael (2) is converted from a Tempestus Scion. The burning braziers are from the Corpse Cart, while his flaming mace is from the Mortis Engine. His head is from the prisoner on the Stonehorn kit.



DAWN OF THE ERA INDOMITUS

The Indomitus Crusade was the greatest military offensive by Mankind in ten thousand years. It was a counter-attack across hundreds of war fronts, intended to shore up the failing defences of the Imperium Sanctus and wrest order from anarchy.



When he set his plans in motion for the Indomitus Crusade, Roboute Guilliman knew that it would be a logistical undertaking like no other. Many saw it as Humanity's last grim bid to reinforce the failing strength of the Emperor's realm. Moreover, the crusade saw forces mustered on a scale and scope that dwarfed even famed crusades such as the Macharian Conquests or the pacification of the Sabbat Worlds.

The Indomitus Crusade required heroes of vision and talent to lead it. It required fleets of warships, immense armies of foot soldiers and armoured fighting vehicles, combat walkers, towering war engines, psyker-witches, and elite killers. It required a bold and decisive plan, robust enough to withstand the anarchy of the galaxy at large yet decisive enough to pull the Imperium back from the brink. But without coordination, without logistical support, without ammo crates, medi-packs, rations, and fuel in near unimaginable quantities and the reliable information networks to keep the battle groups moving, all would falter and fail.

It would be of little value to the Imperium if the crusade fleets swept through like a wildfire, purging heretics and Daemons but leaving naught but blackened ruin in their

wake. With the Great Rift spilling its unholy energies across the void and the veil between the warp and realspace wearing thin, even traditionally secure reaches of the Imperium Sanctus could not be considered safe or 'behind the lines'. Soon enough, Humanity's foes would re-emerge to threaten the worlds that lay in the crusade fleets' wake. If steps were not taken to make each system secure, Imperial supply lines would be severed and the Indomitus Crusade would unravel with catastrophic consequences.

The tides of the warp raged, rendering even short warp jumps perilous. The network of astropathic ducts that had served the Imperium for millennia had burned out like an overloaded nervous system, its remaining functional relays overburdened to the point of collapse. Communications channels to systems beyond the Great Rift had to be forcibly severed to stem the tide of nightmares flowing into the minds of the screaming Astropaths. The cyclopean bureaucracy of the Adeptus Terra was creaking at the seams, choking on its own contradictory paperwork and riven by scriptural heresies and wars of the quill caused by contradictory torrents of intruding information.

THE TORCHBEARERS

Early during the muster of the Indomitus Crusade Fleets, specialised task forces were assembled and sent racing out into the galaxy. Known as Torchbearers, they were tasked to make contact with specific Space Marine Chapters and to furnish them with the Primarch's Gift – the genetic technologies and magi-biologis required for those Chapters to create their own Primaris battle-brothers. Torchbearer task forces typically comprised small, fast, heavily armed craft and were garrisoned with a mixture of Silent Sisters, Adeptus Custodes of the Emissaries Imperatus, and Greyshield Primaris battle-brothers of the Chapter to be reinforced. These escorts ensured that their precious cargo reached its destination regardless of threats and impediments and was put swiftly to use by its recipients.

These were but a handful of the spurs that led Guilliman to establish his Officio Logisticarum. He fashioned an entirely new and aggressively territorial branch of the Adeptus Terra with a mandate to thrust aside all obstructions and ensure the Indomitus Crusade fleets were mustered, supplied, directed, and chronicled at all costs. To aid his newly formed bureaucratic powerhouse, the Primarch issued the Borachae Decree; not only would the Officio Logisticarum be empowered to request military support and protection up to and including assigning tithed regiments to their own protection, but they would also be furnished with hub-fortresses from which to supply, support, and archive the actions of the Indomitus Crusade battle groups as they advanced.

THE HUB-FORTRESSES

The first hub-fortresses were established in the mustering systems where the initial Indomitus Crusade fleets gathered. In the Sol System, the tainted moon of Ganymede was reclaimed during a highly classified purgation operation spearheaded by the secretive Grey Knights.

Even as the last banishment strikes were hitting home, enormous bore-engines went to work, expanding upon the ancient Adeptus Mechanicus laboratory complexes long abandoned beneath the surface of that troubled moon.

RESURRECTION OF ANGELS

Some Chapters were assigned Torchbearers because they were known to be nearing – if not already past the brink of – extinction. Task forces despatched to these so-called 'waning' Chapters had first to locate them and determine if they still fought on in the Emperor's name, then begin the replenishment of their strength if they did. If tragedy had already overtaken the waning Chapter then a new Chapter Master was selected from amongst the Greyshields and the Chapter was re-established, their first duty often to exact vengeance upon whatever foe had laid their forebears low. For the task force sent to locate the Angels Revenant it appeared at first as though the latter would be their duty. The Chapter's home world of Libethra had been

Orbital defence platforms and void docks were manoeuvred into place even as indomitable fortifications rose upon Ganymede's surface and miles-long storage hangars were gouged through its bedrock.

Near the moon's core, priests of the Machine God installed immense cogitators and data-archivium engines while the Adeptus Astra Telepathica sanctified twinned astropathic fortresses at its north and south poles. Officio Logisticarum adepts in their thousands flooded into the moon's newly burrowed complexes of tunnels and chambers. Seconded Astra Militarum regiments – some having just been pulled back from beleaguered war fronts elsewhere in the Imperium Sanctus – invested its redoubts, bunkers, and defence turrets. Warships cut menacingly through the void beyond its orbital envelope. Meanwhile, the first waves of supply ships and fuel tenders settled heavily into its void cradles, and astropathic communique flooded into its newly opened ducts.

Ganymede had been wholly transformed, renamed as Hub-fortress Aquila Adamant. Followed swiftly by Aquila Bellicos in the Gehenna System and Aquila Furians in the Hastos System, Adamant and its sisters would form the first links in the chains of supply and communication that trailed out behind the Indomitus battle groups as they advanced.

It was a standing order for all fleet groupmasters to ensure that they left designated hub-fortresses dotted through the systems and sub-sectors that they reconquered; pragmatism, force of circumstance, and the personal whims of these highly placed officers meant that no two were precisely the same, of course. Beyond the mustering systems, few battle groups had the time or resources to fashion purpose-built facilities akin to Aquila



cracked open by the Necrons of the Maynarkh Dynasty in order to engulf the original Angels Revenant in lava. No trace could be found of those scattered battle-brothers who had avoided the tragedy. Yet even as Torchbearer forces set down upon the riven, airless carcass of Libethra and prepared to declare the waning Chapter extinct, their auspex and vox networks picked up faint signs of ferocious battle taking place deep beneath the planet's surface. Tales are told elsewhere of the subsequent battle for dead Libethra against the Necron menace, of the alliance between the Torchbearers and the last vengeful remnants of the Angels Revenant, and of that Chapter's rebirth amidst the furnace of war – suffice to say that the Primarch's Gift ushered in a new era for the Angels of Libethra.

MEDUSA'S GIFT

Some Torchbearer task forces were assigned to Chapters who, for reasons of doctrine, genetic heritage, or historical circumstance, were expected to resist the bequest of the Primarch's Gift. It was unacceptable, but not unbelievable to Guilliman and his advisors, that the most traditionalist or headstrong Chapters might wholly reject the Primaris gene-tech or the intrusive presence of the Adeptus Mechanicus magi who accompanied it. In such cases the task force's complement of Adeptus Custodes was typically larger than average. Their presence left no doubt that this boon came by the grace of the Emperor himself and that to resist its implementation was to deny the Master of Mankind. Just such Torchbearer forces were dispatched to locate the tripartite fleet elements of

the Sons of Medusa. Resistance was predicted from their three War Clans: Lachesis, Mageara, and Atropos. The gene-seed used to fashion their Primaris reinforcements came from that of their parent Chapter, the Iron Hands, and the internecine savagery of the Moirae Schism had left no love lost between them and the Sons of Medusa. In the event, the task force sent to locate the Lachesis War Clan had the easiest duty; by the time they had rushed to aid the Sons of Medusa in their battle against the Orks of the Dravus Cluster and fought alongside them for a full year the martial bonds they forged superseded all other barriers. Those Torchbearers assigned to the Mageara and Atropos fleets, however, faced much greater challenges that went far beyond resistance from the Sons of Medusa themselves ...

Adamant. Yet all had a duty to establish bases for resupply and astropathic communication. Thus were reinforced worlds pressed into service as hub-fortresses, often while the fires of battle still raged across their surfaces. Some – fortress worlds such as Formidicha, Sattrochol, and Haedes VII – were ideally suited to the task. Others like the ill-fated agri-world Mephistophores or the Ork-infested hive world of Olghyn II were forced into their new roles for the sake of expediency. Worse still were examples such as the Imori System, where the stiff-necked pride of Governor Lukaen Imori saw his war-ravaged capital planet of Imori Magnus designated as hub-fortress over the eminently better-suited garrison world of Imori Sufficius.

Though their natures and their fates varied greatly, it was a testament to Roboute Guilliman's vision that the hub-fortresses sprang up in the wake of his Indomitus Crusade battle groups, and that their mere presence went a

considerable way to repairing the ravaged astropathic networks of the Segmentum Solar and beyond. It was via the immense cogitator banks of these fortified worlds and moons that much of the fleets' communication traffic and strategic intelligence flowed. It was within the cyclopean binharic architecture of their data-archivium engines that the battle groups' ocean of communiques, action transcripts, strategic missives, binharic psalms, cartographic lore-spools, force disposition slates, and other information was stored. Roboute Guilliman would not stand for the ignorance of previous ages to continue into this new Era Indomitus. Instead, his Officio Logisticarum ensured that every detail was slavishly recorded, rapidly amassing archives of information so immense and labyrinthine that none but specialist data-savants stood any hope of navigating them effectively. Some of the merest fragments of that incredible wealth of strategic information can be seen on the following pages.

THE DISTANT VOID

Many Torchbearer task forces were assigned to those Chapters simply too far distant, or else too mobile in nature, for the main thrust of the Indomitus Crusade Fleets to reach. Many such Chapters had home worlds that lay beyond the roiling mass of the Great Rift. Others, including such illustrious names as the Ultramarines, the Black Templars, and the Raven Guard, inhabited regions far from Terra or were scattered across the void aboard crusading fleets. Torchbearers assigned to these Chapters employed every asset that might lend them speed and efficacy. Most boasted multiple cadres of Silent Sisters, their presence intended to quell the most ferocious of warp storms and aid their comrades in weathering an often-desperate passage through the madness of the Cicatrix Maledictum. Some further augmented their ranks with Rogue Traders whose voidcraft and knowledge of hidden routes was invaluable, especially potent Astropaths to aid in making contact with their quarry, and brotherhoods of Grey Knights to stave off the perils of malefic interference with the Torchbearers' vital mission.



FLEET QUINTUS HONOUR ROLL PLAQUE

(THE FOLLOWING IS AN EXTRACT TAKEN FROM THOSE INSCRIPTIONS DISPLAYED UPON A FIFTY-FOOT-HIGH BRASS-AND-STONE TABLET MOUNTED TO AFT OF THE PRIMARY BRIDGE BULKHEAD DOORS ABOARD FLEETMASTER PRASORIUS'S FLAGSHIP, *INVIOULATE CONQUEROR*. BARELY ONE FIFTEENTH OF THE TABLET'S SURFACE IS THUS FAR INSCRIBED, LEAVING PLENTIFUL ROOM FOR ANTICIPATED DEEDS OF NOTE STILL TO COME.)

TRANSCRIPTION:

In the sight of the Almighty God Emperor,
And with the honoured patronage of Lord Commander Roboute Guilliman of Ultramar,
Let all who look upon this roll of honours recognise the heroism here displayed,
Let all remember the sacrifices of the martyred,
Let all cry praise to the glory of the victorious,
Let all adulate the Emperor, for all victories in His name are victories by His hand.

- + Upon the world of Ashloth II, let it be known that Baron Hrothwyn of House Terryn led just six Knights to crush a force of fifteen hundred heretics and carry the Jade Span
- + During the retreat from Fort Gryffon on Lorvane, let it be known that the last surviving platoons of the Hallenican Lowlanders stood firm as rearguard and held back overwhelming Ork attack waves until the final courageous Imperial soldier breathed their last
- + Let it be known that, on seven separate occasions, Sister Superior Amalanthe Hayle led her Battle Sisters against

OFFICIO LOGISTICARUM

Clearance Code: *****/****

Audio Verification: CONFIRMED

++ Logged in - 08:25.03 UTC ++

the gates of the Fortress of False Oracles on Yarchor until ultimately, after many martyrdoms, they breached the foe's defences

- + Despite catastrophic mis-drop during the Gannaheim Landfall, let it be known that Princeps Voskov of the Reaver Titan Deus Absolutor faced and defeated the renegade Warlord Titan Abominatum Victoris - Let none forget the sacrifice of Deus Absolutor or her crew
- + During the fall of Phomidya Prime, let it be known that Lieutenant Satorian of the White Consuls 4th Company stood alone against overwhelming xenos forces and prevailed
- + Upon Tathyan's Reach, during the last days of the War of Sorrows, let it be known that the 884th Cadian Armoured Regiment broke the lines of the Sorrowsinger's Hordes and endured a journey of three hundred and fifteen miles through enemy-held territory to bring the reliquary of Saint Helena safe to Lamentation Gate Space Port for evacuation

THE TABLET OF CONQUESTS

IN THE SIGHT OF THE ALMIGHTY GOD EMPEROR,
AND WITH THE HONOURED PATRONAGE OF LORD COMMANDER
ROBOUTE GULLIMAN OF ULTRAMAR,
LET ALL WHO LOOK UPON THIS ROLL OF HONOURS RECOGNISE THE
HEROISM HERE DISPLAYED,
LET ALL REMEMBER THE SACRIFICES OF THE MARTYRED,
LET ALL CRY PRAISE TO THE GLORY OF THE VICTORIOUS,
LET ALL ADULATE THE EMPEROR, FOR ALL VICTORIES IN HIS NAME ARE
VICTORIES BY HIS HAND.

UPON THE WORLD OF ASHLOTH II, LET IT BE KNOWN THAT BARON
HROTHWYN OF HOUSE TERRYN LED JUST SIX KNIGHTS TO CRUSH A
FORCE OF FIFTEEN HUNDRED HERETICS AND CARRY THE JADE SPAN

DURING THE RETREAT FROM FORT GRYFFON ON LORVANE, LET IT BE
KNOWN THAT THE LAST SURVIVING PLATOONS OF THE HALLENICAN
LOWLANDERS STOOD FIRM AS REARGUARD AND HELD BACK
OVERWHELMING ORK ATTACK WAVES UNTIL THE FINAL COURAGEOUS
IMPERIAL SOLDIER BREATHED THEIR LAST

LET IT BE KNOWN THAT, ON SEVEN SEPARATE OCCASIONS, SISTER
SUPERIOR AMALANTHE HAYLE LED HER BATTLE SISTERS AGAINST THE
GATES OF THE FORTRESS OF FALSE ORACLES ON YARCHOR UNTIL
ULTIMATELY, AFTER MANY MARTYRDOMS, THEY BREACHED THE FOE'S
DEFENCES

DESPITE CATASTROPHIC MIS-DROP DURING THE GANNAHEIM LANDFALL,
LET IT BE KNOWN THAT PRINCEPS VOSKOV OF THE REAVER TITAN DEUS
ABSOLUTOR FACED AND DEFEATED THE RENEGADE WARLORD TITAN
ABOMINATUM VICTORIS - LET NONE FORGET THE SACRIFICE OF DEUS
ABSOLUTOR OR HER CREW

DURING THE FALL OF PHOMIDYA PRIME, LET IT BE KNOWN THAT
LIEUTENANT SATORIAN OF THE WHITE CONSULS 4TH COMPANY STOOD
ALONE AGAINST OVERWHELMING XENOS FORCES AND PREVAILED

UPON TATHYAN'S REACH, DURING THE LAST DAYS OF THE WAR OF
SORROWS, LET IT BE KNOWN THAT THE 884TH CADIAN ARMOURD
REGIMENT BROKE THE LINES OF THE SORROWSINGER'S HORDES AND
ENDURED A JOURNEY OF THREE HUNDRED AND FIFTEEN MILES
THROUGH ENEMY-HELD TERRITORY TO BRING THE RELIQUARY OF
SAINT HELENA SAFE TO LAMENTATION GATE SPACE PORT FOR
EVACUATION

[sub-ref: Logistical_Support 885.19/Quintus. Vid capture:
The Tablet of Conquests]



[sub-ref: Logistical_Support 885.23/Quintus. Vid capture:
Tyrant Class Battleship, Invioulate Conqueror]

++ THOUGHT FOR THE DAY: IT IS BETTER TO DIE FOR THE EMPEROR THAN TO LIVE FOR YOURSELF ++

FLEET SECUNDUS BATTLE GROUPS

[HIGH-LEVEL PARTIAL OVERVIEW]

++Indomitus Crusade Fleet Secundus++
++Partial Battle Group Manifest++
++Compilation>>Adept 1st Class Baphistus Kleng++

BATTLE GROUP BETARIS

- > Groupmaster Lhazarus Shaen
- > Muster Strength // 52 Naval Combat Assets // 294 Planetary Combat Assets // 6 Vermillion Clearance Combat Assets
- > See sub-file 856/2 for Support Assets
- > Initial Deployment Directive // Hydraphur Push

BATTLE GROUP FAUSTUS

- > Groupmaster Elena Dhaur-Carriadh
- > Muster Strength // 67 Naval Combat Assets // 326 Planetary Combat Assets // 22 Titan-Class Combat Assets
- > See sub-file 856/6 for Support Assets
- > Initial Deployment Directive // Thranx Purge

OFFICIO LOGISTICARUM

Clearance Code: *****//****
Audio Verification: CONFIRMED

++ Logged in - 14:33.43 UTC ++

BATTLE GROUP IRASMUS

- > Groupmaster Asmos Koridan Strech
- > Muster Strength // 47 Naval Combat Assets // 321 Planetary Combat Assets // 5 Titan-Class Combat Assets // 1 Vermillion Clearance Combat Asset
- > See sub-file 856/9 for Support Assets
- > Initial Deployment Directive // Bastioch Push

BATTLE GROUP JUSTUS

- > Groupmaster Sanctifica III
- > Muster Strength // 102 Naval Combat Assets // 207 Planetary Combat Assets // 13 Sanctifica Class Assets
- > See sub-file 856/10 for Support Assets
- > Initial Deployment Directive // Armageddon Advance

++ THOUGHT FOR THE DAY: TO LIVE FOR THE EMPEROR IS GLORIOUS. TO DIE FOR HIM IS DOUBLY THUS ++

RECORD OF A FLEET SECUNDUS BATTLE GROUP'S CAMPAIGN

<< Campaign Archive H-11-Echo-117-Mhu >>
<< Entry 246 - Text Continues >>
<< Recording // Metascrivener 3rd Class Pho Cassys >>
<< Fleet Secundus // Battle Group Faustus >>
<< Tempus Indomitus Local - 246th Day Sidereal // Thranx Purge >>
<< Activity Empyric: Ferocitas Secundus >>

- > On this day, the battle group has further divided.
- > As per [Entry previo-217], upon the battle group entering the Bosphori System elements of our Minotaurs Chapter complement, supported by the 18th Vanstarian Raiders and a Lance of House Griegoris Knights broke off to form Task Force Faustus III.
- > As per said record previo, Task Force Faustus III was dispatched to recapture the void docks over Bosphori Deo, that were found to be in the hands of heretical forces [sub-ref: Thousand Sons].
- > At this time, offensive actions in the Bosphori Deo theatre continue. Requests for reinforcement from Task Force Faustus III have been received and are, I believe, being considered by Groupmaster Dhaur-Carriadh.
- > In the interim, it has come to the attention of battle group command that a suspected Alpha-class rogue psyker [sub-ref: Darian Pellor // 'The Grey Prophet'] [sub-ref: Chaos Cult 'Devotees of the Grey'] has taken power upon the orbital shield-platforms within the Machavian Belt [sub-ref: asteroidal mining facilities of Bosphori System].
- > With the majority of the battle group's assets engaged in a war of holy purgation against the abominations of Bosphori Praxmial and Bosphori Agemnus, and with the void war in the Calyopean Sound, few reserve forces are currently available.
- > However, battle group command have further been advised by [REDACTED] that a genuine [REDACTED] has been awoken by Darian Pellor somewhere within the Machavian Belt. If this is so, it poses a threat to the entirety of Battle Group Faustus, and to the battle group's part in the current Directive [sub-ref: Thranx Purge].
- > Groupmaster Dhaur-Carriadh, advised by Canoness Justyne, Minotaurs Captain Ulrech, Imperial Navy Vice-Admiral Graeves and [REDACTED] concluded that at this time the request for reinforcement by Task Force Faustus III must be denied in favour of the formation of Task Force Faustus IV.
- > Task Force Faustus IV to be led by Canoness Justyne with [REDACTED] acting in a [REDACTED] capacity. Military disposition to include the 86th Delphic Serpents, Minotaurs Strike Force Abrecht, three squads of [REDACTED], 3 Adeptus Mechanicus servitor combat maniples under Magos-Abjuratis Phetturclak and a Commandery of the Order of Our Martyred Lady, along with attached void combat and support elements.
- > Additional Advisory: further anomalous psychic activity detected during ongoing combat operations upon Bosphori Praxmial against heretic elite forces [sub-ref: Stecchan Range foothills // Kasmor front // hive Lucian river districts]. Colonel Majhuraat has redeployed the remainder of her Wyrdvane Psykers to those theatres and redoubled prayer regimens in response. She has repeated her requests for deployment of Adepta Sororitas reserve Missions to Stecchan Range and river districts. Both requests pending.
- > Additional Advisory: battle group revised approximated casualties now stand at 26% and climbing // reinforcements pledged by Battle Group Erastus now sixteen days sidereal overdue // possibility of catastrophic empyric event now calculated at 53% likelihood.

<<ALL REDACTIONS PERFORMED UPON THE ORDER OF THE EMPEROR'S MOST HOLY INQUISITION>>

<< Campaign Archive H-11-Echo-117-Mhu >>

<< Entry 246 - Text Concludes >>

COMPOSITION OF BATTLE GROUP FROM FLEET PRIMUS

THE FOLLOWING IS THE ESTIMATED DISPOSITION OF FLEET PRIMUS BATTLE GROUP ERASTUS ** AT THE TIME OF THE ISPOLIN SUB-SECTOR OFFENSIVE, AS RECORDED BY OFFICIO LOGISTICARUM ARCOLOCUTOR 1ST CLASS TASMERE VANSTORVAN IN THE NAME OF THE ALMIGHTY EMPEROR AND THE PRIMARCH REBORN.

OFFICIO LOGISTICARUM

Clearance Code: *****/****

Audio Verification: CONFIRMED

++ Logged in - 10:22.53 UTC ++

SENIOR BATTLE GROUP COMMAND STAFF

- Groupmaster Dannych Silurcas Io V
- Captain Tyvo Gallemnus, Novamarines 3rd Company
- Captain Marius Venatoris, Sons of Orar 5th Company
- Codicier Thaddeus Agrippan, Ultramarines
- Chaplain Anthonis Decius, Ultramarines
- Princeps Senioris Serena Bosphus
- Archmagos-Aquisatoris Quex Tacheon
- Arch-Brigadier Pomoroch Knott, Storvian 55th Armoured
- Air Commandant Bethavyn Mardour, Astoran 13th Aeronautica 'Brigands'
- Lord-Obgligarch Marhett Shemjj, 1452nd-1461st Ptorryx Heavy Infantry
- Tempestor Prime Yannik Mosweald, 44th Alphic Centaurs
- Vice-Admiral Lucretia DeSalvamor Alloouencia Siau, Navis Imperialis

BATTLE GROUP NAVAL ASSETS

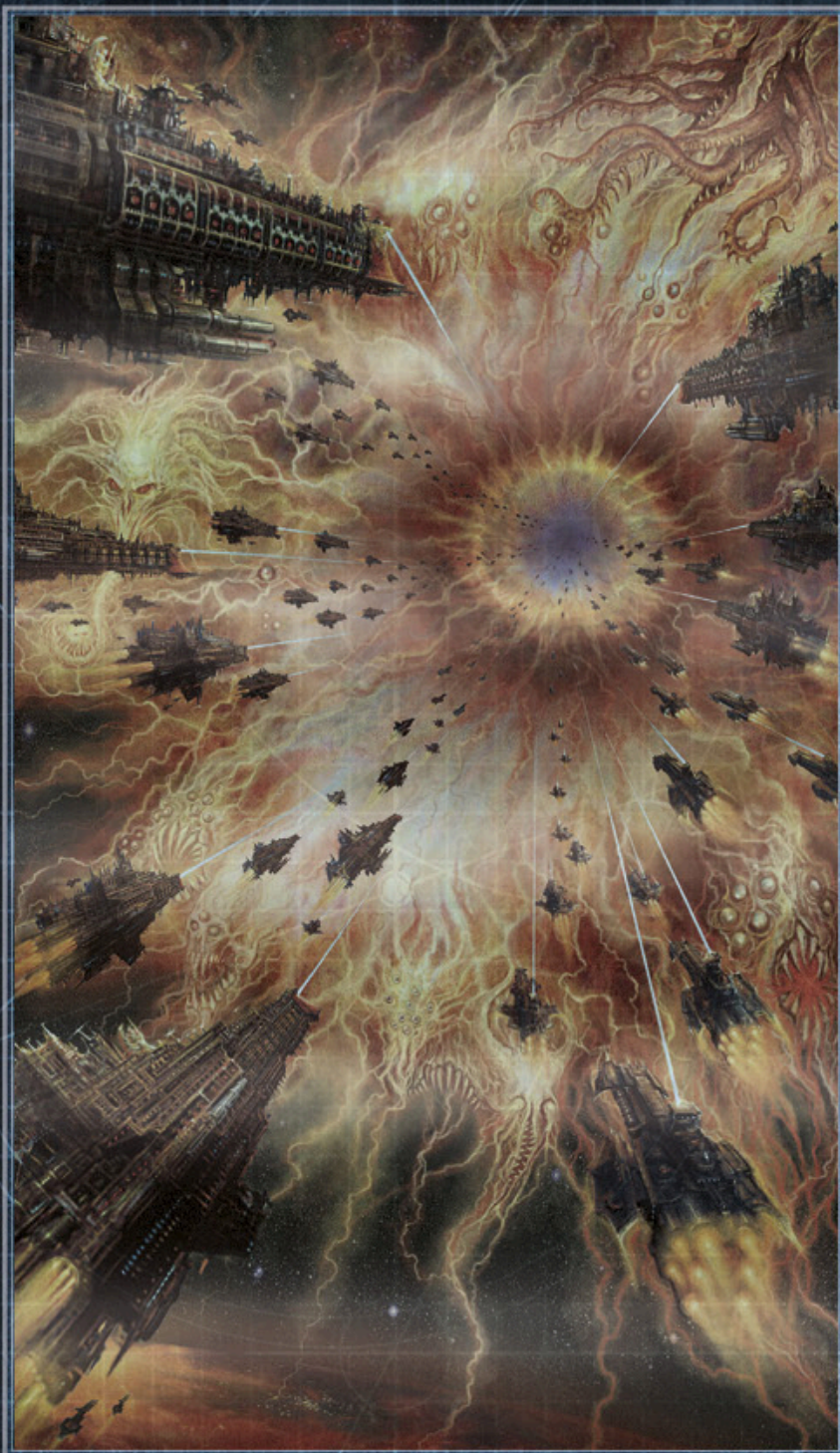
- Command Ship: Novamarines Strike Cruiser Spear of the Void
- 4 Adeptus Astartes Strike Cruisers
- 9 Adeptus Astartes Gladius Class Frigates
- Adeptus Astartes Sons of Orar Battle Barge Honour Implacable
- 3 Navis Imperialis Battleships
- 8 Navis Imperialis Cruisers
- 4 Squadrons of Navis Imperialis Frigates
- 41 Navis Imperialis Troop / Armour Transportation Macro-Landers
- Adeptus Mechanicus Conquesitus Ark Olympus [Titan Deployment Capability]

BATTLE GROUP MILITARY ASSETS

- 2 Strike Forces of Novamarines Adeptus Astartes
- 3 Strike Forces of Sons of Orar Adeptus Astartes
- 1 Strike Force of Ultramarines Adeptus Astartes
- 3 Maniples of Legio Invigilata Titans
- Adeptus Mechanicus Explorator Force Tacheon U/X/34
- 10 Regiments of Storvian 55th Armoured
- 6 Regiments of Astoran 13th Aeronautica 'Brigands'
- 23 Regiments of Ptorryx Heavy Infantry [attached artillery elements]
- 44th Alphic Centaurs

** LOGISTICAL SUPPORT UNITS RECORDED ON SECONDARY DATASLATE, PLEASE BESEECH CHORISTIC DATASPIRIT FOR FURTHER INFORMATION INLOAD.

SEE ALSO: LOGISTICAL SUPPORT COMPOSITION BATTLE GROUP PRIMUS



[sub-ref: Logistical_Support 521.44/Primus. Vid Capture: Battle Group Erastus]

DATASLATE REQUESTED...

[sub-ref: Logistical_Support_Composition_Battle_Group_Primus]

BESEECHMENT OF CHORISTIC DATASPIRIT IN PROGRESS:

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- > 03.78%
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- > 30.14%
- > 40.50%
- > 53.00%
- > 77.18%
- > 97.35%
- > 99.99%

> [ERROR: CHORISTIC DATASPIRIT UNMOVED]

++ THOUGHT FOR THE DAY: PERSEVERANCE AND SILENCE ARE THE HIGHEST VIRTUES ++

DESERTS AND ASH WASTES

Galactic War Zones is an ongoing series of articles showing you how to build and paint your Warhammer 40,000 armies based around the many planets on which they live and fight. Dig out your sandals and sunscreen, because this month we're heading for the desert.



Hot, arid, and hostile to life, there are countless desert worlds scattered throughout the Imperium of Man. Across their barren surfaces, silica dunes stretch as far as the eye can see, while parched mesas sit beneath cloudless skies, the land baked harder than ferrocrete by unforgiving suns. Though rarely classified as death worlds, most desert worlds are barely habitable, but natural resources, strategic importance, and many other factors have ensured that they are often settled by the races of the 41st Millennium. The planet of Tallarn, for example, is of little material value, yet it supplies countless troops to the Imperial Guard each year, every one of them highly skilled in desert warfare.

THE ENDLESS SANDS

Tallarn is one of the best-known desert worlds in the Imperium, but it is just one of thousands. On the planet of Quatra, the desert plains are

TALLARN

Tallarn was a verdant agri world before it was virus bombed during the Horus Heresy. All but the hardiest flora and fauna were destroyed and the planet's surface reduced to arid deserts that were utterly inhospitable to human life. Most of the planet is still uninhabitable, with the majority of the population living underground.



surrounded by perilous rocky outcrops that are so sharp they can sheer through armour, while Herod is a valuable mining colony, its parched plains yielding valuable crystals that are used in the manufacture of las-weaponry across the Achilles subsector. On the T'au-held world of Arkunasha, rust storms howl across the oxide deserts, stripping flesh from bone, clogging air intakes, and disabling grav plates. Some even believe that the storms are sentient, fighting those who try to dwell on the blood-red world.

As a result of the harsh conditions they endure on a daily basis, the inhabitants of desert worlds are prudent and cautious people, taking care of their precious resources and only striking out at the enemy when the moment is right. They are excellent guerrilla fighters, their skill at hiding in featureless deserts making them superlative scouts and deadly ambushers.

CHILDREN OF THE DUNES

So what would an army from a desert world look like? Scouts and pathfinders are likely to wear camouflaged capes to better blend in with their surroundings, their belts and packs festooned with water pouches so they can operate alone for long periods of time. The Imperial Guard will likely repaint their tanks in desert colours, while the T'au might reconfigure their camo patterns to better conceal themselves. Other armies such as Orks and Genestealers Cultists may not camouflage their vehicles or wargear at all, letting dust and sand accumulate naturally on their equipment. Tyranids may adapt their hides to blend in with their surroundings or turn their skin entirely white in order to reflect the harsh sunlight. More flamboyant races such as the Aeldari may simply ignore the desert entirely, going to war in the regular panoply of their craftworld or kabal.

As we all know, there are infinite ways to build and paint your models. We hope this article will provide you with some useful inspiration for how to create an army from a desert world. If you have an idea you would like to share with us, send us some pictures of your own creations to: team@whitedwarf.co.uk



DESERT DOGS

This Guardsman from the Tallarn 95th is a great example of what an Imperial trooper from a desert world might look like. He wears a scarf around his head to protect himself from the sun, and loose fatigues the colour of sand so that he can blend in with his surroundings. Like many desert raiders, he carries his equipment with him, including tools, scanners, and ammunition, as resupply in the desert can be virtually impossible. He also wears a pair of goggles to protect his eyes from dust storms.

They are excellent guerrilla fighters, their skill at hiding in featureless deserts making them superlative scouts and deadly ambushers.

NOT JUST SANDY BEACHES

Deserts aren't always yellow, brown, and white. In fact, regular sand alone comes in many colours, from matte black through to glistening red. On top of that there are grey ash wastes, sulphuric tundras, fields of shining magnesium shards, and countless other types of desert in the far future.



PAINTING YOUR ARMIES

Yellow, brown, and white are the colours associated with most deserts, but on the alien worlds of the far future they really could be any colour. Will you paint your models to blend in, or contrast with them?

An important thing to consider when painting your desert army is how to paint your bases and how they will complement the models that are standing on them. Astra Militarum troopers in sandy-coloured armour may sound thematically great, but they may not show up that well on similarly coloured bases. Imperial Fists might suffer from the same problem. Blood Angels, on the other hand, would look great on yellow desert bases, ash wastes, or

even black sand, but they would likely get lost in red sand. Silver Necrons would look great on pretty much any of them! Variations in tone around a range of colours is a good way to help models stand out while still providing a degree of camouflage, just like the Razorshark to the right. You can then use contrasting cool colours to draw attention to key parts of the model (such as guns or faces) and to add variety and interest to your colour scheme.

HIVE FLEET KRAKEN TERMAGANT

The Tyranids are a constantly adapting race, changing their colouration to match the war zone they are fighting in. This Termagant is darker than its kin, having adapted to the sun-parched desert world that it's fighting on. The yellow skin and red chitin help it blend in with the rad-desert beneath its feet.



SAVLAR CHEM-DOG

The Savlar Chem-dogs are well equipped for rad-waste warfare in their gas masks and long coats. The colour of this trooper's greatcoat matches the arid terrain, while his armour is painted a grey-blue to provide contrast.



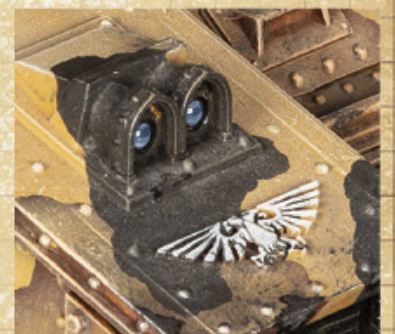
IRON WARRIORS HAVOC

Like most Space Marines (even heretic ones), this Iron Warrior won't change the colour of his armour to match the terrain he's fighting over. However, the yellow chevrons and gold trim on his armour do match his sandy base, while his gunmetal armour provides a cool contrast to the warmer colours.



TALLARN DESERT RAIDERS BANEBLADE

This Baneblade is painted ready for desert warfare in a tan-and-brown colour scheme. The tank was sprayed Zandri Dust, then patches of Rhinox Hide and Mournfang Brown were applied randomly across the armour to break up the panel lines. The whole tank was then drybrushed Screaming Skull to help blend all the colours together and give the tank a dusty appearance. Note also the extra fuel barrels strapped to the back for extended desert missions.



CRAFTWORLD ALAITOC AUTARCH

This Autarch was painted by miniatures designer Gareth Nicholas, who created a desert base for it using wood filler. After spraying the base Corax White, he washed it with Tallarn Sand and Skrag Brown before drybrushing it with Tau Light Ochre and Ushabti Bone. When painting the Autarch, he used yellow as the spot colour – the traditional accent colour of the craftworld, and a neat link to the model's base. The warm spot colours contrast well with the blue armour.



Battle damage has been applied to the tank using small patches of Rhinox Hide followed by a layer of Leadbelcher to simulate where the paint has been chipped off. The gun barrel and aquilas were painted last to make them stand out from the camouflage.

DESERT CAMO

Undercoat: Zandri Dust

Layer: Rhinox Hide

Layer: Mournfang Brown

Layer: Leadbelcher

Drybrush: Screaming Skull

Layer: Administratum Grey

Layer: White Scar

T'AU SEPT RAZORSHARK STRIKE FIGHTER

This Razorshark Strike Fighter has been painted to blend in with the desert worlds of the Damocles Cluster. The model was airbrushed T'au Light Ochre (the mid-tone), then the pattern was applied with Ungor Flesh and Skrag Brown. The rule when creating the pattern was to have each patch touching two or three patches of the other two colours. Note how the craft retains the white sept markings of the T'au homeworld.



CONVERTING YOUR MODELS

Deserts and ash wastes provide great scope for conversions. Maybe you could give your troopers camo cloaks or desert wargear. Perhaps all they need is a decent gas mask! Here are a few conversion ideas.

As mentioned earlier, a good colour scheme and a few choice conversions can really help ground your army in a particular war zone. Our designer Matt, for example, has a Steel Legion army based on Armageddon, so he built and painted his Ogryns to show they are from the same regiment. Paul Foulkes and Liam Nicholson took a similar approach when creating their Taurox and Achilles Ridgerunner – both have been heavily modified to suit

the rigours of desert warfare, and both are covered in plenty of desert dust. Andy Barlow and Elliot Hamer built their models to show they are blending in with their surroundings – the Space Marine Eliminator is wearing a camouflage cape, while the Exocrine is digging itself out of the sand from where it had been waiting in ambush. Lastly, Lewis Collins converted an awesome Squig Hopper, resplendent in desert colours. Enjoy!

OGRYNS – BY MATT HUTSON

Matt painted these Ogryns for his Steel Legion army and gave them gas masks (which come in the Ogryn kit). He sprayed them Wraithbone and used Contrast paints on the skin and gun casings. Matt also gave them sand coloured trousers to match the ash wastes of Armageddon.

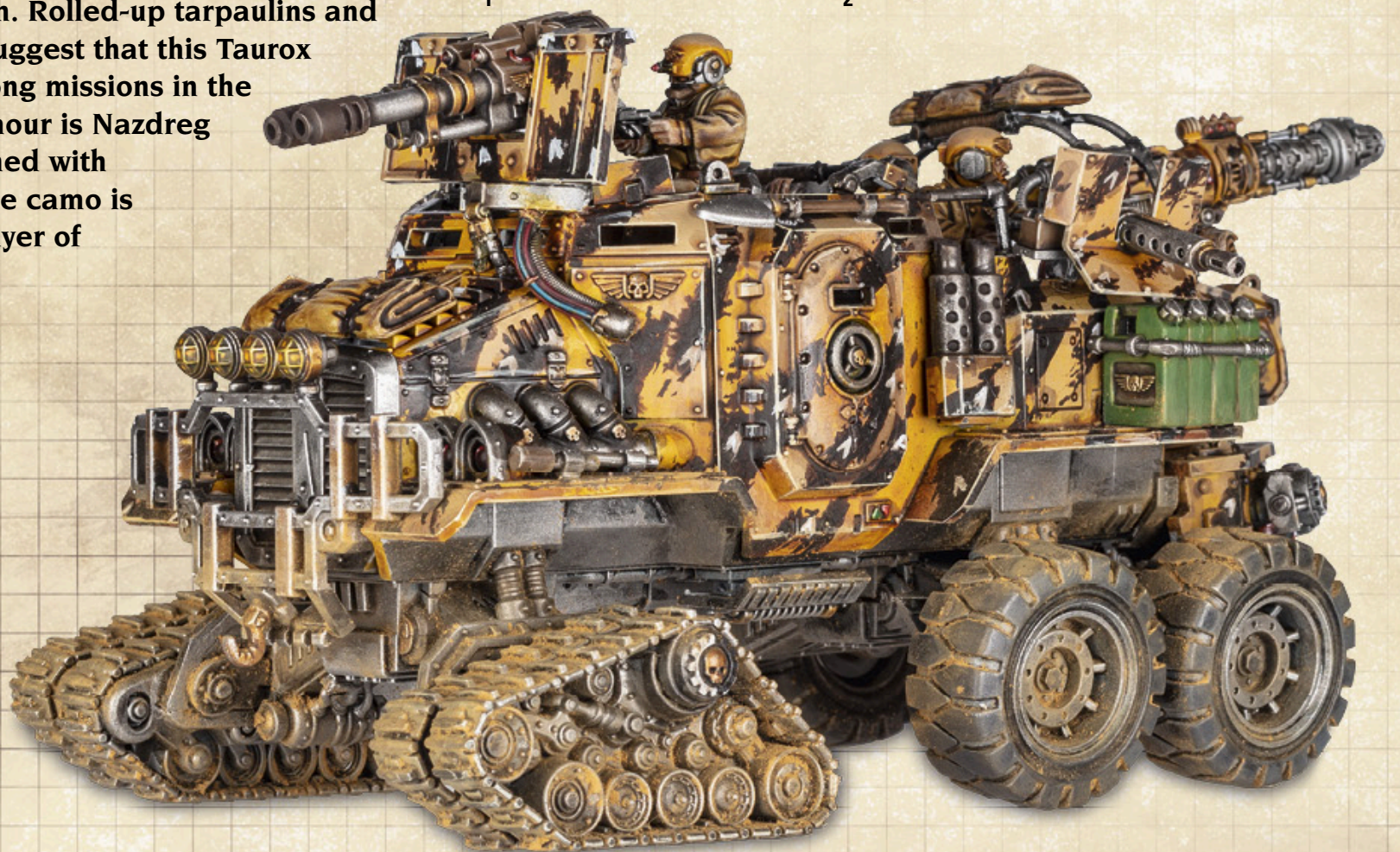


TAUROX – BY PAUL FOULKES

Paul converted this Taurox for desert warfare. He replaced the front tracks with those from a Kataphron Servitor, and the back tracks with wheels from a Goliath to make it sit higher off the ground. He also added heavy stubber sponsons (spares from a Baneblade kit) to the crew compartment, and a rear turret taken from the Goliath. Rolled-up tarpaulins and fuel canisters suggest that this Taurox is sent out on long missions in the desert. The armour is Nazdreg Yellow drybrushed with Zandri Dust. The camo is a stippled-on layer of Cygor Brown.



Paul used spare parts from a Goliath and the Baneblade's ammo hopper to make the rear turret housing (1). The crew compartment is open topped, revealing the driver inside (2).



SQUIG RIDER
– BY LEWIS COLLINS

Lewis created this grot riding an iron-jawed squig. The squig's jaw is from an Ork Warbiker, while the grot head is from the Scarcrag Snivellers Blood Bowl team. Lewis used Skeleton Horde for all the shading on the model.



ELIMINATOR
– BY ANDY BARLOW

Andy painted this Emperor's Spears Eliminator using Caledor Sky as a basecoat followed by a coat of Ultramarines Blue and highlights of Fenrisian Grey. The camo cape was painted to match the colours of the base.



EXOCRINE – BY ELLIOT HAMER

Elliot used plaster filler to build up his Exocrine's base, then covered the model's feet in sand. He used Skeleton Horde to paint the Exocrine's skin and Wyldwood for the carapace. He added Bone Dust weathering powder to the carapace to create the effect of accumulated sand.

ACHILLES RIDGERUNNER
– BY LIAM NICHOLSON

Liam's Ridgerunner has been stolen by resistance fighters who managed to escape a Genestealer Cult. They now use it for rapid supply raids, the rear bay and stowage pods of the vehicle filled with pilfered fuel canisters. The sand dune is made of foam covered in textured paint and sand.



CREATING DESERT TERRAIN

Warhammer World display builder Adam Cooper built and painted this impressive collection of ash wastes terrain. He explains his inspiration and how he went about creating it.

The idea for this scenery collection was to create an abandoned mining outpost. I imagined that an Adeptus Mechanicus team had set up a mining rig, but that they accidentally dug up something dangerous while drilling. Now, the outpost is abandoned and slowly being reclaimed by the ash wastes.

I used several kits for this terrain set – Killzone: Sector Fronteris, a Sacristan Forgeshrine, the Genestealer Cults Tectonic Fragdrill, Thermic Plasma

Regulators, and some Munitorum Armoured Containers. The Sacristan Forgeshrine and Tectonic Fragdrill are built using the same basic components, so I was able to combine the two together into one huge drilling rig. This forms the centrepiece of the terrain collection, with the plasma reactors and ruined buildings set up around it. All the pieces of terrain are mounted on thin MDF for stability, though foam card works just as well.



OUTPOST BUILDINGS

The buildings all have different functions. This one housed the power regulator for the plasma reactors. You can see where the fusion batteries have been removed and an open tool kit left to one side. Who knows what fate befell the people who worked here? Creating a story is a key factor for me when making terrain.





THE PLASMA GENERATOR

The plasma generator combines three sets of Thermic Plasma Regulators together, with a few spare pieces from a Sector Mechanicus set to create a work platform and access ladders. I used multipurpose filler to raise up the level of the ground around the terrain, then covered it in a mixture of sand, small gravel, and PVA glue to give the impression of a barren ash wasteland.



The blue buildings (1) are undercoated with The Fang, washed with Agrax Earthshade, and then drybrushed with Thunderhawk Blue and Fenrisian Grey.

The containers (2) were cut in half and buried in the sand – just like the ones we made for the Frozen Wastelands article in September's issue. They were undercoated Mephiston Red, washed with Agrax

Earthshade, and then drybrushed Wild Rider Red and Squig Orange. The dust in the recesses is watered-down Zandri Dust.

The sand itself (3) was sprayed Zandri Dust, washed Aggaros Dunes, then drybrushed Zandri Dust and Ushabti Bone. Adam didn't worry about getting the spray on the buildings – it just added to the overall dusty appearance of them.



THE TECTONIC FRAGRILL

I really like the Sacristan Forgeshrine. The kit contains loads of interesting spare bits, like the operating console, cranes, and welding arms. They show that this is a working piece of machinery – that it should be drilling but is now abandoned. The tall observation gantry is a personal favourite addition.

UNEXPECTED ENCOUNTER

Disrupting supply lines. Destroying key defensive positions. Assassinations. These are just some of the many deadly missions that Kill Teams are sent on. But sometimes the enemy isn't the most dangerous thing they'll encounter while carrying out their duty.



Q uite what attracts an Ambull to the sounds of battle is a mystery, though were the combatants aware of its proximity they would almost certainly find somewhere else to fight! Those in the know may recognise the signs of its presence: disturbed earth where it has been burrowing, evidence of a nest, or perhaps even the Ambull's young, known as Borewyrms. But in the midst of battle, there are often more pressing concerns, and these signs are often overlooked to the possibly fatal detriment of all concerned. Erupting from beneath the ground in an explosion of dust and dirt, an Ambull is a truly monstrous foe for any warrior to fight. Their claw-tipped limbs can eviscerate even a power-armoured Space Marine in the blink of an eye, while their oversized mandibles are more than capable of decapitating or mutilating an unfortunate victim.

THE DREADED AMBULL!

The best (well, only) way to get your hands on an Ambull, is to pick up the Dreaded Ambull expansion pack for Blackstone Fortress.

The set also includes the Borewurm Infestations that you'll need should the Ambull rear its ugly head.



USING AN AMBULL IN KILL TEAM

Over to the right you will find full rules for using an Ambull in your games of Kill Team. While these rules can be used in any type of Kill Team game, they are best suited to narrative campaigns, as the appearance of an Ambull in a matched play tournament, for example, could really tip the game in someone's favour (or otherwise, as the case may be).

TOP TIPS FOR DEALING WITH AMBULLS

Try and avoid the centre of the battlefield until the Ambull appears.

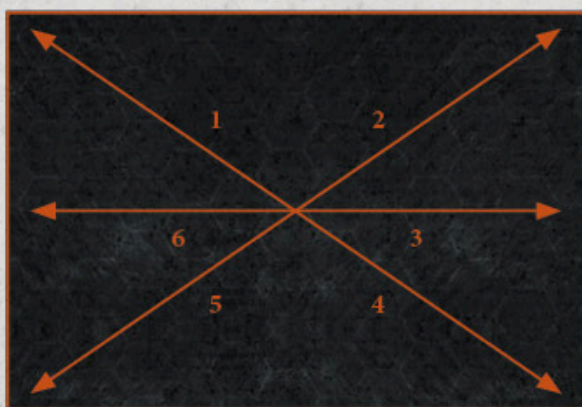
The Ambull moves first every round and will move towards the closest target. Make sure your fighters are not closest!

If you are going to shoot it, use multiple-damage weapons. Otherwise, it will just heal itself!

HOW TO USE THE DREADED AMBULL IN KILL TEAM

The Ambull and its Borewyrms offspring do not form a kill team in the traditional way. Instead, they may appear during your kill team battles in the form of a deadly third party.

If you choose to use these rules, set up your battlefield as normal, but, in addition, set up a small counter (the Ambull location marker from *Blackstone Fortress: The Dreaded Ambull* is ideal) in the centre of the battlefield. At the start of each Movement phase, the player with initiative rolls a D6 and adds the battle round number. If the total is 6 or more, the Ambull surfaces. Roll a D6 and move the Ambull counter 2D6" in the direction shown on the diagram below.



If the marker is moved under any other models or terrain features, reduce the distance moved. Then, replace this marker with the Ambull miniature, setting it up as close to the centre of the marker as possible. Once the Ambull has been set up, roll a D3. On a 1, nothing happens. On a 2, set up 1 Borewyrms Infestation model within 1" of the Ambull. On a 3, set up 2 Borewyrms Infestation models within 1" of the Ambull. If the Ambull or any Borewyrms Infestations are set up within 1" of any models (other than each other), they are treated as having made a successful charge move this round.

The following rules apply to the Ambull and Borewyrms Swarms:

- The Ambull and Borewyrms Infestation models are treated as an enemy model by all players' kill teams, and vice versa.
- The Ambull and Borewyrms Infestations always move before any models from kill teams each round. They will always move as fast as possible towards the closest enemy model. If they are within 12" of this model, they will attempt to charge. Charge reactions can be taken as normal by the target of this charge.
- Any rolls which are required for the Ambull or Borewyrms Infestations are always made by the player with initiative that round. Players cannot pick the Ambull or Borewyrms Infestations as the target of the Decisive Move, Decisive Strike, or Gritted Teeth Tactics and cannot use the Tactical Re-roll Tactic to re-roll any rolls made for the Ambull or Borewyrms Infestations.
- The Ambull and Borewyrms Infestations cannot be broken and do not take Nerve tests.

AMBULL

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Ambull	6"	3+	6+	6	6	7	4	6	3+	1
This model is armed with enormous claws.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Enormous claws	Melee	Melee	User	-3	D3	-				
ABILITIES	Rad-Maggot Symbiosis: At the start of each battle round, this model regains D3 lost wounds.									
SPECIALISTS	None									
FACTION KEYWORD	UNALIGNED									
KEYWORDS	MONSTER, AMBULL									

BOREWYRM INFESTATION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Borewyrms Infestation	4"	4+	6+	3	4	2	3	5	4+	2
This model is armed with vicious jaws.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Vicious jaws	Melee	Melee	User	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved at AP -2 instead.				
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for ranged weapons that target this model.									
SPECIALISTS	None									
FACTION KEYWORD	UNALIGNED									
KEYWORDS	SWARM, BOREWYRM INFESTATION									

WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world the Eight Realms were born. And with their birth began a war to claim them. This issue: Mawtribes, four warlords, and a Beastgrave Battle Report.





A TALE OF FOUR WARLORDS

Matt, Alex, Steve, and Ben return once more to show what they've been painting for their ever-growing armies. Turn to page 84 to see their latest creations.



BEASTGRAVE!

Dave Sanders and John Bracken – the lords of Warhammer Underworlds – take each other on in the Beastgrave. Read the Battle Report on page 92.



RULES OF ENGAGEMENT



JERVIS JOHNSON

Jervis has been a staple part of the Warhammer Studio for many decades, and he's been instrumental in the design of many great games during that time. This month, Jervis explains how he went about designing the prototype for Warcry, before his protégé Sam takes over to explain how he turned the prototype into the finished game.

Jervis: A couple of years ago Pete 'Opportunity for Excellence' Foley, otherwise known as the head of the design studio, came to me with ... well, an opportunity for excellence. 'Jervis,' he purred, 'put down that bacon butty and listen to this amazing idea. The miniatures team have come up with some great new Chaos warband models, and I think we should use them in a game that's like Kill Team but for Age of Sigmar. Brilliant, eh?!? Get on it, could you. I'll expect something on my desk in a couple of weeks ...' And with that he sauntered off, leaving me still trying to gulp down my mouthful of sandwich and wondering how I was going to get out of this one ...

Seriously, though, a chance to get to work on a brand-new game system is something I relish (yes, even more than bacon butties), and Pete's

directive and the mock-ups of those new Chaos warband miniatures had already got my mind racing. I knew that the simplest solution would be to take the excellent rules for Kill Team and reskin them for Age of Sigmar. However, I've never been much of a one for the simple solution, and I much preferred the idea of doing a bespoke new set of rules for the game that would become Warcry. After all, the Kill Team rules were already out there for all of the people that wanted to use them, and I wanted to offer an alternative experience. So I sat myself down and had a good hard think about what I wanted to achieve with Warcry, and as a result I decided upon two goals. The first goal was to come up with a new core game mechanic – something that hadn't really been done in a miniatures game before that would give the game its own unique feel. And the second goal was to come up with a new campaign system that would allow the players to send their warbands on some form of journey or quest, rather than just being about making experienced warbands even tougher and more dangerous (though I wanted that to be part of the campaign system, too).

After a couple of false starts, these two principles led me to the 'combo' action system and the map-based campaign system, which together formed the heart of my proposal for the Warcry game. Of these two things, I think the

Below: The warriors of the Splintered Fang surround a pair of Plains-runners from the Untamed Beasts in the depths of a ruined city. It's unlikely the two savages will ever get to offer their fealty to the Eater of Worlds.



Rules of Engagement focuses on the creation, design, and evolution of the rules for Warhammer Age of Sigmar. Or does it? Because this month, regular columnist Jervis is joined by games developer Sam Pearson to talk about Warcry.

combo system will probably get the most attention (though I can't be sure, because at the time of writing the release of Warcry is still several weeks away). The way it works is for each player to roll six dice at the start of the turn and look for any doubles, triples, and quads they have rolled. These 'combos' allow the warriors in the player's warband to carry out special actions, including deadly attacks, dazzling moves, spell casting, and so on. Some combos are determined by the warband being used, while others are specific to certain warriors, and this allows every army and every model to have their own unique skills and special tricks.

Now, I'd like to say that coming up with the system shows my amazing skill as a designer, but sadly that would be a lie. The truth is it was a result of a certain dogged persistence on my part, combined with a dollop of good luck. I mention persistence because the genesis of the combo system goes way back to my teenage years and my love for the dice game Yahtzee. This in turn has made me interested in games that use rolling dice and looking for different combinations, and that in turn led to a desire to build a set of rules that uses this idea as a core part of the system. Over the decades I've tinkered around with rules like this for a number of games, and when Warcry came along I was lucky enough to have been working away on one of these ideas very recently. This allowed me to quite quickly come up with the dice-activated action system in Warcry. (I'll let Sam explain in his own words how he took my initial concept and made it sing over the next couple of pages.)

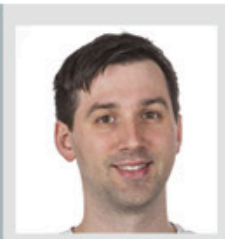
Anyway, like I said, sometimes you get lucky and your first idea just seems to work, and that was the case with the combo rules in Warcry. Right from the very first game, my playtesters loved the mechanic, and although it took quite a bit of fine-tuning, I knew right from those early games that we were onto a winner. All in all, then, goal number one was remarkably easy to achieve. This left goal number two, which was coming up with a campaign system that focused on each warband undertaking a quest. Over the years I've worked on lots of different campaign systems, but for Warcry I wanted to try something new. In particular, I wanted to get away from a focus on 'making your army the bestest', which is what a lot of skirmish-game campaign systems tend to revolve around. I wanted to come up with something that was about undertaking an epic



adventure. With this in mind, I concentrated on the idea of 'the journey', and this led to the idea of there being a number of different milestones a warband had to achieve in order to complete its quest. To move past a milestone, a warband would be required to carry out a certain task, which might be winning a game, defeating a foe, or completing a special scenario. Taking part in games would allow a warband improve (everybody likes levelling up), but I decided to keep these improvements as low-key as possible, so the focus would be upon the quest. These ideas allowed me to come up with a rough mock-up of the campaign system, complete with an example quest based on the background being developed for Warcry in which a Chaos warband had to reach the Varanspire and join Archaon's army.

And with that my brief time on Warcry came to an end; Pete hadn't been joking about the two-week deadline, so there really was only enough time to come up with a (barely) working prototype. Fortunately, the prototype proved interesting enough for Pete to give Warcry a green light, and it was added into the studio's busy production schedule. By then, however, I was already working away on other projects, and Warcry needed to be handed on to someone else to finish. And that's where Sam Pearson comes in ...

Above: A Blissful One of the Unmade beckons an Iron Legionary to embrace him in glorious combat. Though heavily armoured, the Iron Legionary is not likely to survive the encounter.



SAM PEARSON

Sam is the lead rules writer for Warcry. As a big fan of skirmish games, he was thrilled to bring Warcry to life.

Sam: Skirmish gaming has always had a very special place in my heart. When you are controlling only half a dozen fighters or so, I find every punch or blow feels all the more real, and watching the story of my fighters unfold over the course of a campaign is something I revel in. I grew up playing many of the older Games Workshop skirmish games such as the previous editions of Necromunda and Mordheim, and before coming to work here in the Warhammer Studio, I had also made a set of fan-made skirmish rules for the first edition of Age of Sigmar. So if you were to say this was a dream project for me, you'd be right!

I had a lot of fun playing games with Jervis's prototype of Warcry. The alternating activations, in which one player picks a single fighter to move and attack with and then their opponent gets to do the same, made the game very fast-paced. The 'combo' system (which was renamed to 'abilities' to align it with Age of Sigmar) was both unique and very exciting.

Turning the prototype into a finished game was a very daunting prospect, indeed! As Jervis has just taken you through his goals for the game, I think it is only proper for me to do the same and take

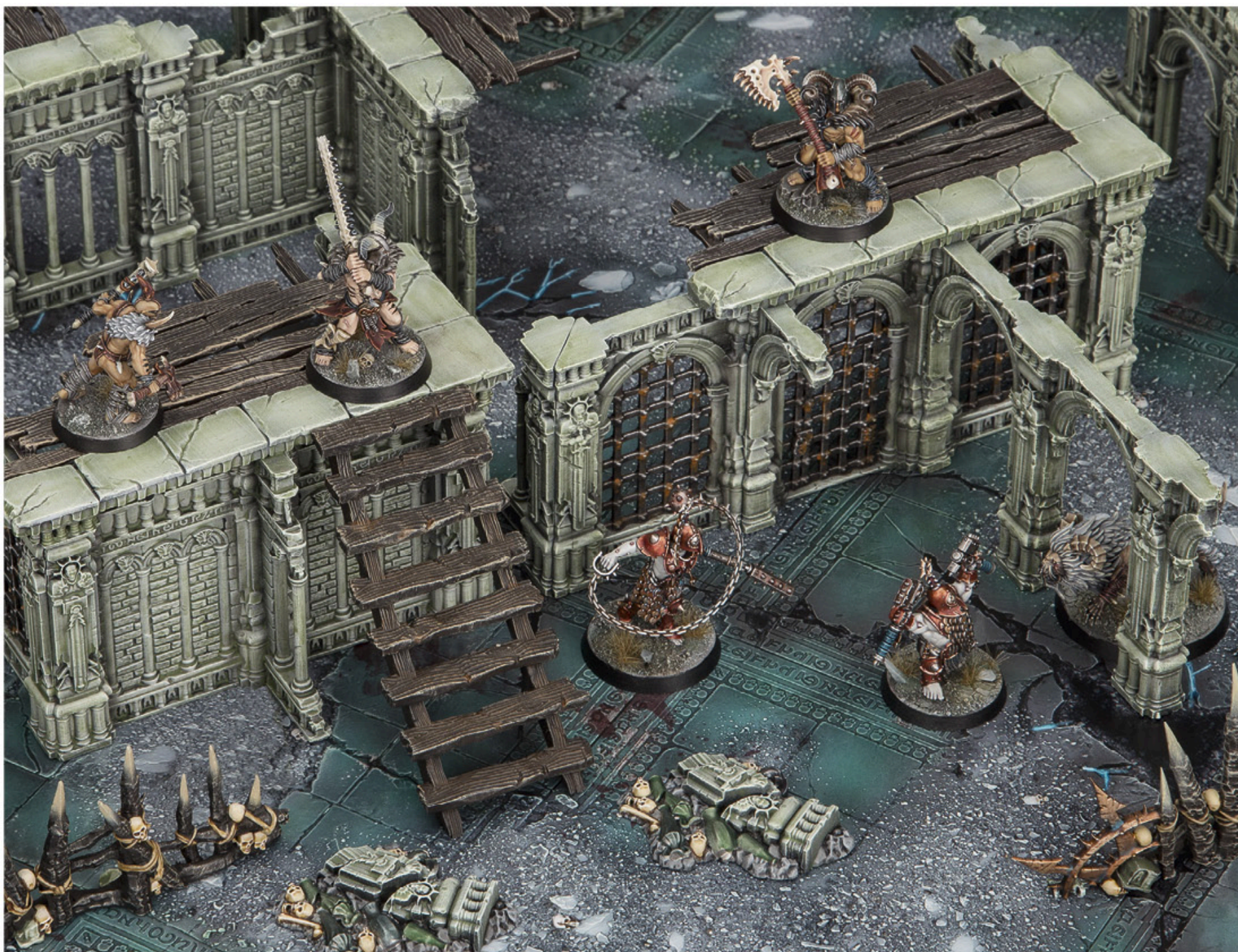
you through the design goals I had whilst turning Jervis's prototype game into the finished article.

MAKING IT DYNAMIC

All of us in the rules team approach writing rules slightly differently. For me, I often start with an experience or feeling I want to invoke within the player and then go about writing rules in accord. Inspired by the art done for Warcry by our very talented Paul Dainton (which shows fighters leaping across gorges and clambering over ruins), I had the mental image of a warrior running across the upper story of a ruined building, leaping across the gap onto a wall opposite which they then scale before striking a foe and sending them tumbling off the other side. This was the sort of experience I wanted the players to have in Warcry, so I set about designing rules that could bring that mental image to reality.

What this meant was I decided to go against some of the conventions our past skirmish games have used. For example, I did away with movement penalties for scaling walls, and I didn't include any 'jump roll' in the game. In Warcry, fighters can leap across gaps as far as their movement allows and can scale any wall at full

Below: Each Warcry battle is fought over a specific terrain configuration selected randomly before the battle. This not only ensures fairness, but also offers some great opportunities for narrative stories between the players involved.



speed without hindrance. This keeps the pace of the game at full throttle even when interacting with terrain (which you certainly get a lot of in the box!). It also allowed players to do cool things like leap off buildings and over the heads of enemy fighters before landing and striking them in the back. In my mind, those that carve a life for themselves out in the harsh wastes of the Bloodwind Spoil are more than adept at climbing across the ruins that dot this landscape. Those that aren't no doubt perish before long, which brings me onto my second goal ...

MAKING IT DEADLY

When designing the campaign system for Warcry, one of the parts I was most adamant on including was a chance that fighters taken down in a battle could die permanently. This is not because I am particularly cruel (at least I hope not!), but because I find it's both the highs and the lows that make a campaign (and any good story) truly memorable. It adds some real stakes to each battle you fight with your warband, as you'll think twice before throwing your fighters into the fray if some of them might not make it out alive. If one of your fighters is slain in battle, it's down to the survivors to band together and avenge their fallen comrade.



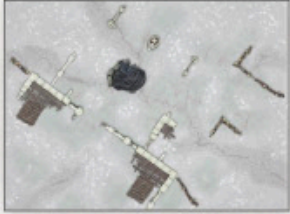
Having fighters die permanently also works as a balancing mechanism when playing campaigns. In Warcry it does not cost any resources to add a new fighter to your warband roster, so if a fresh recruit is slain in battle, you simply replace them with a new warrior (and thankfully, the Name Generators included in the Warcry Core Book make this quick to do). Newer warbands do not need to worry so much when their fighters die, but for warbands with a star-studded roster of powerful, experienced heroes wielding artefacts of power, the death of a fighter can certainly sting!

MAKING IT IMMERSIVE

The last goal was a little broader in scope. I wanted players to really feel like they had stepped foot onto the sands of the Bloodwind Spoil, the Varanspire looming on the horizon, every time they played a game of Warcry.

For example, when working with studio writer Nick Horth on the campaign quests for each warband, I was really keen for Nick to write them all in second person. The opening line of the convergence battle 'The Hunters, Hunted' reads: 'You race across the jagged plains of the Eightpoints, your broken pack following close behind.' This puts you, the player, in the shoes of your warband's leader. It'll be up to you to lead them to victory!

Another example is the lesser artefacts table, which grants players treasures after each

FIRST CONVERGENCE: THE HUNTERS, HUNTED	
<p>You race across the jagged, broken plains of the Eightpoints, your pack following close behind. The visions of the shamans guide you onwards, for the glory of the Untamed Beasts. The creature they call Firescar is close. You can smell its acrid reek upon the wind, and your blood simmers with eagerness for the kill. Yet you are not the only warband on The Hunt. Your rivals follow in your wake, no doubt wishing to claim this worthy kill in your stead. Turn the tables on your foes with a night-time assault, and burn their camp to ashes.</p>	<p>BATTLEPLAN Terrain: See map. Deployment: Draw a deployment card as normal. Victory: Scorched Earth The Aspirant warband is the attacker. Twist: Dead of Night</p> 
SECOND CONVERGENCE: ASH AND BONE	
<p>Firescar leaves nothing but ash and smouldering corpses in its wake as it rampages across the wilderness. This trail of devastation has drawn forth predators and scavengers both. You must read the charred entrails of those beasts slain by the monstrous creature in order to divine the location of its lair. Swiftiness is essential, for even now the predators and hunters of the Bloodwind Spoil descend upon the bodies to feast and plunder.</p>	<p>BATTLEPLAN Terrain: See map. Deployment: Draw a deployment card as normal. Victory: No Mercy Twist: Rampaging Beasts</p> 
FINAL CONVERGENCE: BUTCHERY AT BLOOD LAKE	
<p>The visions lead you to Blood Lake Basin, a valley encircled by jagged cliffs of black rock. A trail of fire and spitting embers leads you through the mountainous passes and into this strange, primordial land. You follow it to the ruined skeleton of an ancient temple. Charred skulls and bones the height of a man litter the ground. You see movement amidst the shimmering heat-haze ahead: rival hunters, come to claim Firescar's head. Kill them swiftly, before they interfere with your prize.</p>	<p>BATTLEPLAN Terrain: See map. Deployment: The Hunt The Aspirant warband uses the blue deployment points. Victory: Vanquish Twist: Draw a twist card as normal.</p> <p>CAMPAIGN OUTCOME If the Aspirant warband is the winner, they complete this campaign quest. Turn to page 128 to see the outcome and claim your reward.</p> 

campaign battle. The items on this table are probably too trivial to matter in an Age of Sigmar battle, but they breathe life into the Mortal Realms as a setting and give it a lot of tangibility. You'll be able to earn things like skins of flame-ale (a prized alcoholic drink from Aqshy), vials of Jabberslythe blood, and ur-gold sigils. All of these lesser artefacts grant a small bonus and must be given to a fighter to carry in future battles.

Lastly, when designing the thirty-six twist cards that can come into play, I tried to make the environment your battles take place in feel like it was a living, breathing thing. This focuses on the grand, such as one of the Chaos Gods taking an interest in the battle at hand, to the mundane, such as the battle happening at the dead of night or in the middle of a thunderstorm (which will not only reduce visibility but hamper climbing, too).

So that concludes this insight into the design process behind the new Warcry game and what both Jervis's and my goals were when we were working on it. In the future we plan to dedicate a Rules of Engagement to Warcry once every few months, so in the meantime we hope you enjoy your battles fought out on the Bloodwind Spoil, and we'll be here again soon to talk about other aspects of Warcry!

Above: Each warband must fight through three convergences during the course of their campaign. These missions are deliberately tough and will test your tactical acumen, dice rolling, and luck, to the max!

If you've got any comments about this article you can always email Jervis and me at WarcryFAQ@gwplc.com. We can't reply to the emails we receive, but we do read each and every one, and we value all of the feedback we receive.

ON THE MAWPATH

Sweaty, hungry, and always spoiling for a fight, the ogor Mawtribes are living forces of destruction that munch their way through the land. Here you'll find out all about Mawtribes and their Mawpaths, as well as campaign rules for creating your own Mawpath.



LARGE AND IN CHARGE

Ogors are feared and reviled across the Mortal Realms for their endless and entirely uncontrollable hunger. These hulking, muscle-bound brutes will eat anything: rocks, metal, meat, slime, bones, and – often reluctantly – vegetation. An ogor warrior stands almost twice as tall as the average human and is several times as wide, swaddled with layers of muscle and fat. This blubberous mass provides a number of benefits; it allows ogors to resist all manner of inhospitable environments and also proves as effective as chain mail or full plate when it comes to deflecting arrows, blades, and even cannon balls.

Discharging a blunderbuss at close range into an ogor provides no guarantee of a kill; in fact, it is likely to inflict nothing more than mild irritation and a bit of soreness. Any foe brave enough to step this close will be subsequently battered into submission with a club or rusty cleaver, each blow vicious enough to shatter bones or sever limbs entirely. Such crude arms prove remarkably effective in an ogor's meaty fists, but these are by no means their only weapons. Many a would-be monster hunter has thought to disarm an ogor, only for the brute to snap their greasy head forwards and return the favour in a far more literal manner with one great, greedy bite. The jaws of these gluttons are extraordinarily powerful and can crunch through steel, boulders, and skulls with equal ease.¹

Subtlety is an alien concept to ogors, as are such strange human notions as honour and morality. This does not mean the creatures are sadistically cruel by nature, only that they are astonishingly self-centred, entirely obsessed with filling their bellies at the expense of everything else. The only concept they truly fear is going to sleep on an empty stomach.

Ogors worship the greenskin deity Gorkamorka as the Great Beast that Consumes the Realms or the Gulping God, a monstrous embodiment of endless hunger that seeks to devour the Mortal Realms entire. They offer worship to this all-devouring maw in a singularly ogorish fashion – namely, by eating anything they lay their piggish eyes upon.

IRON AND ICE

Ogor society is roughly divided into two distinct cultures, united by a common lust for food but differing in many other ways. The most numerous are the Gutbusters. Gathering into tribes known as wargluts, these are typically the richest of ogorkind, possessing impressive collections of blackpowder firearms and flashy – for ogors, at least – armour and weapons. The other major group is the Beastclaw Raiders, frost-rimed and primal warriors from the savage wilds who are eternally pursued by the supernatural Everwinter, a snowstorm that seeks to trap the Beastclaw in its freezing embrace but also grants their shamans mystical powers over ice storms and blizzards. These two groups exist in a state of tentative peace, but such is the bellicose nature of ogorkind that they have come to blows many times in bloody civil wars² that wrought havoc across vast regions of the realms.

For all an individual ogor's imposing ferocity, it is when they gather into larger groups that they become truly terrifying. When an ogor's natural greediness is multiplied a thousandfold, even the gods take notice. Each of the great Ogor Mawtribes consists of hundreds of Gutbuster wargluts and roaming Beastclaw Raider Alfrostuns joined

together under one tyrannical ruler. Some Mawtribes are predominantly Gutbuster in culture and origin; these are ruled by the fleshy titans known as Overtyrants. Others are dominated by the harsh lifestyle of the Beastclaw and are instead governed by the Frost Kings, immense giants of ice and snow who are said to be touched by the raging spirit of the Everwinter itself. Though their traditions and rituals differ greatly, each of the Mawtribes is a force of utter devastation whose passing spells the ruin of empires and the death of kings.

THE HUNGERING HORDES

Gluttony is the defining characteristic of ogorkind, one that dictates their warlike lifestyle and societal structure. Ogor Mawtribes roam across vast distances along migratory routes known as Mawpaths, chewing a path of devastation and leaving behind nothing but barren, dusty wastelands. Any townships, cities, or other strongholds unfortunate enough to find themselves in the way of this natural disaster are destroyed, sacked, and subsequently consumed down to the last stone. Individual Alfrostuns and wargluts will occasionally wander off from the main Mawpath, guided by the gut instinct of their Butchers into

¹ It has even been known for ogors to devour spells aimed in their direction, though this usually leads to unpleasant and sometimes explosive indigestion.

² Most notable were the vicious wars between the Boulderhead and Meatfist Mawtribes, which culminated in a great battle that littered the earth with ogor corpses. On the plus side, this allowed the Butchers of both Mawtribes to keep their larders filled for months.

Guided by the auguries of their Butchers, the Mawtribe gouges jagged trails of destruction through the land. Viewed from afar, these diversions take the shape of fangs puncturing the crust of the realms.

NIGHTSKEIN
REALMGATE

³ Major Gluttholds include the monolithic stone fortress known as the Great Gutfort, the bubbling blood-lake of Butcher's Gorge, and the legendarily foul-smelling Tallow Pits of Glissom.

unravaged lands in search of meat and plunder. If viewed from the heavens, these deviations would form the 'teeth' of the circular Mawpath as it chews through the realms.

Occasionally, those settlements in the path of an ogor advance might be able to bribe their would-be consumers by offering all the food in their stocks. Ogors are capable of the tiniest glimmer of reason and dimly understand the prospect of sacrificing an immediate meal for an even greater feast in the future. Unfortunately, they answer only to their stomachs and give no thought at all to honour or previous promises; as a result, such deals generally last only as long as it takes for the proffered food to run out – which is not very long at all, considering the colossal daily intake of the average ogor. As soon as their bellies start aching, the Mawtribe will reverse its steps and eat their benefactors as well. Larders and meat-sacks filled to the brim with fresh ingredients, the Mawpath will rumble on relentlessly in a vast, circular route.

Eventually, after a generation or more, the Mawpath will lead the ogors back to their ancestral lair, known as a Glutthold,³ and at that point, a truly astonishing festival of overeating will commence. Such is the potency of this gruesome carnival that it concentrates the power of the Gulping God, which the Mawtribe's Butchers channel in order to divine the next stage of their voracious march.

FEASTING SITES

Ogor Mawtribes have devoured vast portions of the realms, transforming once-verdant lands into arid dust bowls. From the grave deserts of Shyish to the thick jungles of Ghyran, the great feast of the Gulping God goes on.

THE GREAT GREENFEAST

Emerging from an underground Realmgate into the bright sunlight of the Jade Kingdoms, the Mawtribe known as the Underguts proceeded to fill their bellies with as much lush vegetation and animal life as they could manage. After they devoured the Freeguild fortress of Asverd Heights and began to threaten the lands surrounding the Sigmarite stronghold of Hammerhal Ghyra, a coalition led by warriors of the Stormcast Eternals was dispatched to drive the ogors back; to date, this has only been marginally successful, and the Underguts are delighted that their food appears to be set on delivering itself to them willingly.

THE WINTER MENACE

The icy port of Izalend stands amidst the frozen seas of the Realm of Beasts, protected by a wall of magical flames. For centuries, this protective barrier was thought impenetrable, until a sudden and brutal ice storm descended upon the city, smothering the arcane defences and wreathing everything in an impenetrable shroud of pure white. The Winterbite Mawtribe fell upon Izalend from out of the mists, riding floating icebergs into the city's great

harbour and snatching away thousands of soldiers and citizens before disappearing into the blizzard. Izalend's Freeguild Generals fear that this raiding party was merely part of a far greater host of ogors, who remain hidden among the ice floes surrounding the city.

SHOUTING MATCH

The Thunderbellies are a particularly bellicose Mawtribe whose favoured hunting grounds are the Sky Roads of Chamon. They barrel across these strange, metal highways in a circular Mawpath, crushing and munching up anything unfortunate enough to get in their way. Foremost amongst the Thunderbellies' rivals are the Dragon Ogors, a distant relation of ogorkind with dragon-like lower halves. Perhaps the most famous encounter between the two occurred at the mountain pass of Thunderstar Heights. Challenging one another to a shouting match, the two enemy armies bellowed so loudly that they caused the road beneath them to split asunder, dropping scores of Dragon Ogors to their doom. The Thunderbellies' roars quickly turned into bellowing laughter.

MARCH FOR THE GULPING GOD!

If devouring your way across the Eight Realms sounds like your idea of a good time, then you will be delighted to hear that we have you covered! On pages 72–79, you will find exclusive Warhammer Age of Sigmar narrative rules for embarking upon a Mawpath with your Ogor Mawtribes army, hoovering up the choicest meats and most succulent ingredients and battering anything foolish enough to stand in your way!

RECIPE FOR DISASTER

The Butchers are the strange shamans of the Ogor Mawtribes, and their holy duty is twofold. First, they must interpret the will of the Gulping God and lead their people to rich feeding lands. Second, it is their job to keep their tribe's bellies full by staging great feasts every night. Butchers consider themselves master chefs, and though any civilised folk would be sent into a paroxysm of vomiting by the greasy, gory broth they serve up, their fellow ogors find it utterly irresistible.



Each Butcher has their own list of favoured ingredients, which differ depending on their lands of origin; those who hail from Aqshy tend to prefer spicy broths with liberal sprinklings of Magmadroth glands and Fyreslayer flanks, while several tribes hailing from the forests of the Jade Kingdoms have developed a penchant for crunchy Sylvaneth stews served cold on a platter of beetle-wings – an acquired taste, to be sure. As a Mawpath grinds on, a Butcher will accumulate a vast larder of choice foodstuffs, and they delight in cooking up new and exotic dishes. This comes with its own risks; although an ogor can digest almost anything, even their iron-tough stomachs can experience explosively disgusting results when a Butcher's experiments go awry. This often occurs when the Butcher chooses to use up a bunch of foul, putrid ingredients that have been lingering in the pockets of their blood-splattered aprons or the back of the larder for many seasons rather than see them go to waste. Such unpleasant episodes are rarely fatal, for an ogor's constitution is legendary, but they are nonetheless deeply unpleasant.

In battle, the meatmasters channel their god's hunger into strange, gastromantic powers, such as causing a greasy deluge of stinking fat to rain from the skies or making their foes' limbs snap like crunchy fish bones. Should the enemy make the mistake of closing in to melee range, a rusty cleaver or other gruesome implement makes short work of them, chopping their bodies into bite-sized pieces for the cooking pot.

On occasion, Butchers from different Mawtribes will gather in the mountains of Ghur for a gastromantic ritual known as a 'gollop', where they will share secrets and recipes and partake in a great, gluttonous feast. So intensely do the gollops channel the ravaging powers of the Gulping God that they can cause the land itself to slather and howl and chew upon itself in a frenzy of hunger.

BUTCHER BLENDS

Each tribe's Butcher has their own particular specialities, though ogor cooking is hardly refined; it usually consists of bunging chunks of meat, bone and whatever else is at hand

into a magical cauldron known as a Great Mawpot, then boiling the mixture up until it's nice and tender. However, most ogor tribes have a selection of favourite dishes.

Hagfish Bloodjelly – A favourite dish of ogor warglutts who hail from the clotted shorelines of the Everspring Swathe, this consists of great blob of hagfish mucus liberally marinated in the blood of human prisoners, often with a few sprinklings of shinbone thrown in for a bit of texture. Deaths by choking are not uncommon.

Corpsejar Broth – Pioneered by Butcher Turko Ashtongue of the Boneheads, this dish is made from canopic jars looted from the barrow-tombs of the Shyish Innerlands. The mouldering contents are mixed with glitterscarab juices and left to simmer for several days, resulting in a challenging yet piquant flavour. The only downside is that preparing this dish tends to draw the ire of the Wight Lords whose crypts have been stripped bare.

Fiery 'Mander Stew – There are many local variations of this spicy stew, which is very popular amongst the ogors of the Flamescar Plateau. It is typically made from salamander flame-glands and crushed-up fire crystals, though Butchers from richer tribes often substitute the salamander for roasted Magmadroth flanks.

OGOR NAMES

An ogor's name is a mark of their honour and prestige, and many of the greatest ogor Tyrants have a roll-call of epithets and personally chosen 'big names' that harken back to battles they have won, foes they

have defeated, and exotic treats they have consumed on their Mawpath. One notable example is Ogbort Branchsnapper Bramblegut Oakeater, Tyrant of the Bloody Stump Warglutt, whose appetite for crunchy Sylvaneth bark is allegedly bottomless.

Not all such titles are quite as grandiose. Not known for their mastery of language, some ogors take foreign words or esoteric phrases as their titles, simply because they like the sound of them. Thus were named such luminaries as Yubba the Unwieldy, Great Luscious Lugg, and, of course, the infamous Brumgar the Imbecile, known for biting off the arms and legs of anyone who sniggered at his title.

Beastclaw Raiders proudly retain their own language, svoringar – a harsh tongue of the frozen realm consisting of a few guttural sounds. The meaning of each intonation can vary greatly depending on pronunciation; the word 'kravv', for example, can be used to refer to a particularly sturdy wall, a heavy downpour, or the unpleasant, filmy substance that builds up on the tongue after eating boiled-up rhinox blubber. Though some Beastclaw-dominated Mawtribes – including the proud Boulderhead – continue to employ the ancient tongue of the Ice Lords, many Frostlords instead refer to themselves in common ogor tongue, owing to the large contingents of Gutbuster ogors they find themselves fighting alongside.

A TYRANT'S MONIKER

Below you will find a selection of commonly used ogor names, including a list of grand titles and 'big names.'⁴

⁴ Should your Ogor Tyrant achieve some spectacular feat of arms on the tabletop, why not give them a name of your own? If, for example, they manage to take down a Great Unclean One (no small achievement), consider granting them the name 'Rotgulper' or 'Bilemasher'. It's a fun way of recording your most infamous deeds!

D10 – First Names	D10 – Big Names
1 - Golbo	1 - Brainmuncher
2 - Blugg	2 - Scaldtongue
3 - Hurk	3 - Eyegobbler
4 - Klang	4 - Goldbelly
5 - Grout	5 - Bonesmasher
6 - Yump	6 - the Flatulent
7 - Maggro	7 - Drakkeater
8 - Poggus	8 - Sourbelch
9 - Odo	9 - Slobbermaw
10 - Rolv	10 - the Drooler

OGORS ON CAMPAIGN

Your belly rumbles with a sound like rolling thunder, and drool spills from your blubbery lips as you imagine the delicious feasts to be found just over the horizon. You have mustered your Mawtribe. Now it is time to lead them on the Mawpath, stuffing your guts to bursting in honour of the Gulping God.

INTRODUCTION

With the recent release of *Battletome: Ogor Mawtribes* there's been a lot of buzz and excitement in the Warhammer Studio around these ferocious (and not to mention voracious) warriors. The battletome explores in detail the 'Mawpaths' that Ogor Mawtribes embark upon. A Mawpath is a migratory trail of destruction and bloodshed that carves the shape of a great maw across the land (if one were to look at it from upon high), starting and ending at the Mawtribe's Glutthold, their mountainous stronghold.



We thought it would be a great deal of fun to let every budding Gutlord embark upon their own Mawpath, and so we came up with a campaign system to allow just that. For those who have never played a campaign before, it is essentially a system for linking your battles together into an ongoing narrative – in this case, telling the story of your Mawtribe's Mawpath. For veteran gamers who have played in campaigns before, this one has a key difference. This is a personal campaign for your army (rather than for a group of players) that can encompass any games of Age of Sigmar you play, no matter the opponent.

Ogors worship the Gulping God, an aspect of the greenskin god Gorkamorka, through the ritual consumption of their enemies. Over the course of this campaign, not only will you fight lots of battles, you will also be able to build up a grisly collection of different meats and exotic ingredients depending on the foes you slay. After each battle, you'll rummage through your ever-growing



larder and boil these delicious treats up in your Great Mawpot. The result will be all kinds of gruesome broths and foul-tasting meals for your ogors to guzzle and devour. These battlebroths will have a variety of effects on your battles – both positive and potentially unpleasant – so it will be great fun to experiment with different recipes. In addition, in between each battle you'll encounter different events on your Mawpath in which the decisions you make will affect the outcome for good or ill.

Do you have what it takes to lead a horde of ogors on the Mawpath? If so, read on!



EMBARKING ON THE CAMPAIGN

If you have an Ogor Mawtribes army, you can choose for it to embark upon this campaign. To do so, you must first fill in the campaign roster (found on page 79). To fill in the campaign roster, follow these steps:

1. Write the name of your general at the top of the campaign roster. You can use the name generator on page 71 or use a fitting name of your own creation.
2. Make a note of where you are on the progress tracker by marking the point labelled 'Glutthold'.
3. There are nine slots in your **larder** that you will be able to draw from when brewing your battlebroth. To begin with, roll a D3 for each of these slots and write the number within.

PLAYING CAMPAIGN BATTLES

Any battle of Age of Sigmar using your Ogor Mawtribes army can form a part of this campaign. To incorporate a battle into this campaign, you first need your opponent's permission (as you will be using unique rules not normally available to your army). To incentivise your opponent, they start the game with **1 additional command point**.

When choosing your army for a campaign battle, your army must have the Ogor Mawtribes allegiance. Otherwise, you are free to pick any units in your army as normal.

During each campaign battle, you can earn a number of Campaign Victory Points (CVPs). The more you earn during the campaign, the more successful your Mawpath has been and the better the **campaign outcome** you will achieve. Record your number of CVPs on your campaign roster. In each campaign battle, you can earn CVPs for completing the criteria shown in the table below.

CAMPAIGN EVENTS

After each campaign battle, your army moves along the progress tracker 1 point clockwise. In addition,

you will encounter a random event from the event table (see over the page). These represent the incursions your forces make into enemy territory as your ogors advance on their Mawpath.

After the battle, roll on the event table to see which event you encounter. If you roll an event you have previously rolled in the campaign, roll again until you roll a new event. Each event will first ask you to choose between option (a) and (b) and then tell you to make an **event roll**. To make an event roll, roll a dice. On a 1–3, the roll is failed; on a 4+, the roll is successful. If you won a **major victory** in the preceding battle, add 1 to the roll. If you suffered a **major loss** in your last battle, subtract 1 from the roll (to a minimum of 1).

Winning a major victory	5 CVPs
Winning a minor victory	3 CVPs
The enemy general was slain	2 CVPs
Your general was not slain	2 CVPs
1 or more units from your army ended the battle wholly within enemy territory	2 CVPs
For each enemy monster that was slain	1 CVPs
For each enemy hero that was slain	1 CVPs
Half or more of the units in the enemy army were destroyed	1 CVPs
All the units in the enemy army were destroyed	1 CVPs



EVENT TABLE

Swamp of the Troggoth Hag			
1	You encounter a murky swamp inhabited by a Troggoth Hag. Your warriors are tired and parched. Do you (a) barter with the Troggoth Hag to see what tasty treats she might offer or (b) drink the swamp waters dry to quench your thirst?	a	Make an event roll. If successful, the Troggoth Hag honours your Mawtribe with a supply of strange, slightly shiny meat. You gain 2D6 Restorative dice. If the event roll failed, the Troggoth Hag launches a ferocious attack upon your general, who manages to kill the creature but does not go unscathed. In your next battle, subtract D3 from the Wounds characteristic of your general.
		b	Make an event roll. If successful, the swamp is drained of its waters by your warriors and reduced to a foul-smelling mudflat. In your next battle, friendly units do not need to take battleshock tests in the first and second battle round. If the event roll failed, many of your Gluttons are pulled beneath the waters by a hidden tentacled beast. At the start of your next battle, after armies are set up, D3 models from each friendly unit of Ogor Gluttons are immediately slain.

The Raiding Party			
2	A small war party of Beastclaw Raiders spy a large human settlement in the distance. Do they (a) immediately attack the township or (b) attempt to bring down the fury of the Everwinter onto its populace?	a	Make an event roll. If successful, the humans are completely unprepared for the attack. Your warriors fill their stomachs with fresh meat and haul every other edible item back to your larder. You gain 2D6 Hearty dice. If the event roll failed, the humans' sturdy fortifications prove inedible, and the humbled Beastclaw pillagers are forced to retreat. In your next battle, friendly BEASTCLAW RAIDERS HEROES cannot use command abilities.
		b	Make an event roll. If successful, the Huskards of your tribe bring the full elemental force of the Everwinter down upon the settlement, turning its inhabitants into delicious, frozen snacks. In your next battle, friendly BEASTCLAW RAIDERS units do not need to take battleshock tests. If the event roll failed, the prayers of the Huskards go unanswered. In your next battle, the Grasp of the Everwinter battle trait is not used by your army.

Gnoblar Rebellion			
3	Having not been fed for weeks, the Gnoblar that follow your Mawtribe have the nerve to go on strike, refusing to clean out your slop-buckets! How will you deal with this growing rebellion? Will you (a) stamp up and down on the rebellion or (b) attempt to make an example of the ringleader?	a	Make an event roll. If successful, the surviving Gnoblar beg for mercy after several dozen have been stamped on. The ungrateful wretches will think twice before crossing you in the future. In your next battle, you do not need to take battleshock tests for friendly GNOBLAR units. If the event roll failed, the Gnoblar prove irritatingly agile and scarper into hidden tunnels whenever you go near them. In your next battle, change the Bravery characteristic of all friendly GNOBLAR units to 0.
		b	Make an event roll. If successful, you challenge the Gnoblar with the biggest ears to a duel, and while he is indicating his extreme reluctance to take part, you pop him into your mouth and crunch him up. This forthright leadership style goes down well with your fellow ogors. At the start of your next battle, you gain D3 command points. If the event roll failed, the lead Gnoblar surprisingly accepts your challenge but during the fight does nothing but run in circles screaming, always slightly out of reach. You later discover that whilst your ogors were guffawing at this display, the Gnoblar's fellow malcontents have raided your larder! Subtract 1 meat dice from each type in your larder (to a minimum of 0).



The Dank Caverns		
4	<p>Inside a dank, dark cave, you encounter a coven of Fungoid Shamans, sprawled on the cavern floor in a stupor with garishly coloured mushrooms scattered all around. Do you (a) devour the Fungoid Shamans and their mushrooms or (b) explore deeper into the caves?</p>	<p>a</p> <p>Make an event roll. If successful, you devour the Fungoid Shamans and experience what can only be described as a voyage to another dimension. Several days later, you awaken surrounded by various rare and prized meats. You are unsure how you acquired them but reap this bounty all the same. You gain 1 meat dice of each type.</p> <p>If the event roll failed, you devour the Fungoid Shamans and regain consciousness two weeks later in a pool of your own multi-coloured vomit. As you stumble back to your camp, you discover your warriors, hungry and leaderless in your absence, have plundered your larder. Subtract 1 meat dice from each type in your larder (to a minimum of 0).</p>
		<p>b</p> <p>Make an event roll. If successful, you find vast caverns filled with yellow Squigs that pop satisfyingly in the mouth, releasing a cloud of tangy spores. You gain 2D6 Spicy dice.</p> <p>If the event roll failed, you awaken a particularly foul-tempered Dankhold Trogg boss from his slumber. A fierce battle rages until a reckless salvo from your Leadbelchers brings the cavern roof down on the Trogg boss and, unfortunately, several of their comrades. This does not go down well with anyone. In your next battle, halve the Bravery characteristic (rounding up) of friendly OGOR units (apart from LEADBELCHER units) while they are within 6" of any friendly LEADBELCHER units.</p>

Infestation of the Plague God		
5	<p>Due to unforgivably lax hygiene in the camp, your larder has become infested with Nurglings who have thrown up all over the meat. Do you (a) boil up the flesh to remove any taint or (b) just gobble it and hope for the best?</p>	<p>a</p> <p>Make an event roll. If successful, your Butcher sprinkles a few sprigs of Sylvaneth fingers over the tainted food. This seems to counteract the general taste of Nurgling vomit and proves a hit with the entire tribe. In your next battle, add 1 to the Bravery characteristic of friendly units.</p> <p>If the event roll failed, your Butcher accidentally contaminates the rest of your larder with cackling Nurglings. Unfairly, in your opinion, this disaster is blamed squarely upon you. In your next battle, you cannot use command abilities in the first battle round.</p>
		<p>b</p> <p>Make an event roll. If successful, you find that the meat – although an acquired taste – adds an acidic kick to your favourite dishes. You receive 2D6 Poison dice.</p> <p>If the event roll failed, the boiled meat causes an explosive and deeply unpleasant bout of stomach eruptions in all who consume it. At the start of your next battle, pick 3 friendly OGOR units on the battlefield. Each unit suffers D6 mortal wounds.</p>

Dinner Invitation		
6	<p>Rather than making war upon your tribe, a nearby Flesh-eater Court cordially invites you to attend a great feast. At the meal, you are served a bowl of rotting offal and given a choice of two dining implements. Do you opt for (a) the splintered thigh-bone or (b) the severed hand?</p>	<p>a</p> <p>Make an event roll. If successful, the Lord Mordant is delighted at your correct choice of utensils and raises a blood-filled goblet in toast. You receive 2D6 Blood dice.</p> <p>If the event roll failed, you notice not the flicker of anger momentarily in the eyes of the Lord Mordant. The feast goes ahead, but over the next few days some of your warriors in attendance succumb to a terrible curse that causes them to lash out at their kin, consumed with cravings for ogor flesh. At the start of your next battle, roll a dice for each friendly OGOR GLUTTONS unit on the battlefield. On a 1, they are cursed for that battle. At the start of your hero phase, if a cursed unit is hungry, it suffers D3 mortal wounds.</p>
		<p>b</p> <p>Make an event roll. If successful, your choice causes the attending mordants to snicker and howl in derision at your appalling lack of table manners. Irritated, you set about them with a rusty cleaver. You receive 2D6 Gristle dice.</p> <p>If the event roll failed, your outrageous choice of eating implement offends the entire Court, and they scamper away with the proffered giblets, leaving you with a rumbling belly. In your next battle, you do not gain a command point at the start of the first hero phase.</p>



BATTLEBROTH

Before each campaign battle, you will be able to brew up a battlebroth based on the contents of your Mawtribe's larder. Different types of meat will give different effects, but mix too many and you may end up poisoning your own warriors!

At the start of the campaign, you have a selection of meat dice in your larder. In addition, during a campaign battle, each time an enemy unit is destroyed, you gain more meat dice to add to your larder. There are 9 kinds of meat dice in total: Spicy dice, Blood dice, Risky dice, Gristle dice, Hearty dice, Marrow dice, Poison dice, Stodge dice, and Restorative dice.

Each time an enemy unit is destroyed, look up the meat dice you gain on the table below and record the dice gained in the 'Larder' section of your campaign roster.

If the keyword on the table has an asterisk, it means you only gain the meat dice listed for that keyword. Otherwise, you gain the meat dice for every keyword listed on its warscroll that appears on the table. (For example, if you slew a Cygor, you would receive 1 Blood dice for the **BULLGOR** keyword and 1 Hearty dice for the **MONSTER** keyword.) If the unit destroyed does not have any keywords listed on the table below, you receive 1 Gristle dice instead.

BREWING THE BATTLEBROTH

At the start of each campaign battle, before armies are set up, you can brew a battlebroth. To do so, pick 1–5 meat dice from your larder. Make sure you have a different coloured dice for each type of meat dice you are using to brew the

battlebroth with, and declare to your opponent which colour corresponds to which type of meat dice (for example, 'the red dice are Blood dice and the black dice are Gristle dice!'). The dice picked from your larder can be in any combination. For example, you could roll 5 dice each of a different type, or 3 Spicy dice and 2 Hearty dice, and so on. After rolling the dice for the battlebroth, add the potency modifier.

The Potency Modifier

Mixing different meats and foods can either unleash devastatingly powerful effects or create dangerous poisons even an ogor would struggle to digest. When brewing your battlebroth, the number of dice rolled plus the number of different types of dice used is referred to as your potency modifier. For example, if you rolled 4 dice when brewing your battlebroth, all of a different type, you would have a potency modifier of 8 (4+4).

TOTAL THE SCORES

After calculating the potency modifier, total the scores of each type of meat dice you rolled. For example, if you rolled 3 Risky dice and 2 Poison dice, you would add the scores of the 3 Risky dice together and the scores of the 2 Poison dice together. In addition, for each roll of a 6, add the potency modifier to that score, and for each roll of a 1, subtract the potency modifier from that score. Once you have totalled up the scores, consult the brewing table opposite to see the effects of your battlebroth this battle.

For example, if you rolled three Marrow dice of 6, 6, and 4 and two Stodge dice of 1 and 2, the potency modifier would be 7 (5+2), the Marrow score would be 30 and the Stodge score would be -4.

Alarielle the Everqueen*	3 Restorative dice, 1 Hearty dice
Archaon*	1 Risky dice, 1 Spicy dice, 1 Blood dice, 1 Stodge dice
Bloodthirster*	4 Blood dice
Celestant Prime*	3 Spicy dice
Great Unclean One*	4 Stodge dice
Ironclad*	3 Gristle dice, 1 Stodge dice
Keeper of Secrets*	3 Risky dice, 1 Spicy dice
Leviadon*	1 Stodge dice, 2 Hearty dice
Lord of Change*	1 Risky dice, 3 Spicy dice
Magmadroth*	1 Stodge dice, 2 Blood dice
Maw-krusha*	3 Stodge dice, 1 Blood dice
Morathi*	3 Blood dice, 1 Spicy dice
Mortarch*	2 Marrow dice, 1 Spicy dice
Nagash*	3 Marrow dice, 1 Spicy dice
Slann*	3 Spicy dice
Stardrake*	1 Hearty dice, 1 Spicy dice
Verminlord*	2 Gristle dice, 1 Risky dice, 1 Spicy dice
Aelf	1 Hearty dice
Bullgor	1 Blood dice
Daemon	1 Risky dice
Deathrattle	1 Marrow dice

Dracoth	1 Spicy dice
Duardin	1 Stodge dice
Eshin	1 Poison dice
Gargant	1 Hearty dice
Gor	1 Blood dice
Human	1 Hearty dice
Khorne	1 Blood dice
Malignant	1 Spicy dice
Melusai	1 Poison dice
Monster	1 Hearty dice
Nurgle	1 Stodge dice
Ogor	1 Stodge dice
Orruk	1 Blood dice
Ossiarch Bonereaper	1 Marrow dice
Seraphon	1 Spicy dice
Skryre	1 Risky dice
Slaanesh	1 Risky dice
Soulblight	1 Restorative dice
Spiderfang	1 Poison dice
Squig	1 Hearty dice
Sylvaneth	1 Restorative dice
Thunderscorn	1 Spicy dice
Troggoth	1 Restorative dice
Tzeentch	1 Spicy dice
Wizard	1 Spicy dice

THE BREWING TABLE

THE EFFECTS OF YOUR BATTLEBROTH LAST UNTIL THE END OF THE BATTLE

Blood Score	Spicy Score	Risky Score
<p>20+ Add 1 to the Attacks characteristic of melee weapons used by friendly OGOR units.</p> <p>12-19 You can re-roll hit rolls for attacks made with melee weapons by friendly OGOR units.</p> <p>7-11 Re-roll hit rolls of 1 for attacks made with melee weapons by friendly OGOR units.</p> <p>0-6 No effect.</p> <p>-1 - -2 Friendly OGOR units cannot retreat.</p> <p>-3 - -4 At the start of your hero phase, each friendly OGOR unit that is hungry suffers 1 mortal wound.</p> <p>-5 (or less) At the start of your hero phase, each friendly OGOR unit that is hungry suffers D3 mortal wounds.</p>	<p>20+ Friendly OGOR WIZARDS can attempt to cast 1 additional spell in each of your hero phases.</p> <p>12-19 Add 3 to casting rolls made by friendly OGOR WIZARDS.</p> <p>7-11 Add 1 to casting rolls made by friendly OGOR WIZARDS.</p> <p>0-6 No effect.</p> <p>-1 - -2 Subtract 1 from casting rolls made by friendly OGOR WIZARDS.</p> <p>-3 - -4 Casting rolls made by friendly OGOR WIZARDS are made on 1 dice instead of 2D6.</p> <p>-5 (or less) If the unmodified casting roll or unbinding roll made by a friendly OGOR WIZARD is a double, that WIZARD suffers D6 mortal wounds.</p>	<p>20+ Change the Move characteristic of friendly OGOR units to 3D6".</p> <p>12-19 Roll 2 dice and pick the lowest. Change the Save characteristic of friendly OGOR units to need this or above (for example, a roll of 2 would change the Save characteristic to 2+).</p> <p>7-11 Roll a D3. Change the Range characteristic of melee weapons used by friendly OGOR units to match the roll.</p> <p>0-6 No effect.</p> <p>-1 - -2 Roll 2 dice and pick the highest. Change the Save characteristic of friendly OGOR units to need this or above (for example, a roll of 5, would change the Save characteristic to 5+).</p> <p>-3 - -4 Roll 2 dice and pick the highest. Change the 'To Wound' characteristic of melee weapons used by friendly OGOR units to need this or above (for example, a roll of 4 would change the To Wound characteristic to 4+).</p> <p>-5 (or less) Change the Move characteristic of friendly OGOR units to D6".</p>
Stodge Score	Marrow Score	Gristle Score
<p>20+ Friendly OGOR units do not need to take battleshock tests.</p> <p>12-19 Add 3 to the Bravery characteristic of friendly OGOR units.</p> <p>7-11 Add 1 to the Bravery characteristic of friendly OGOR units.</p> <p>0-6 No effect.</p> <p>-1 - -2 Halve run rolls (rounding up) made for friendly OGOR units in the first battle round.</p> <p>-3 - -4 Friendly OGOR units cannot run until the end of the first battle round.</p> <p>-5 (or less) Friendly OGOR units cannot run.</p>	<p>20+ Friendly OGOR units can run and still charge in the same turn.</p> <p>12-19 Add 1 to run and charge rolls made by friendly OGOR units.</p> <p>7-11 Add 1 to run rolls made by friendly OGOR units.</p> <p>0-6 No effect.</p> <p>-1 - -2 Subtract 1 from the Move characteristic of friendly OGOR units until the end of the first battle round.</p> <p>-3 - -4 Halve the Move characteristic of friendly OGOR units until the end of the first battle round.</p> <p>-5 (or less) Halve the Move characteristic of friendly OGOR units.</p>	<p>20+ Add 1 to save rolls for attacks that target friendly OGOR units.</p> <p>12-19 Re-roll save rolls of 1 for attacks that target friendly OGOR units.</p> <p>7-11 Add 1 to save rolls for attacks with a Rend characteristic of '2' that target friendly OGOR units.</p> <p>0-6 No effect.</p> <p>-1 - -2 Subtract 1 from the Bravery characteristic of friendly OGOR units until the end of the first battle round.</p> <p>-3 - -4 Subtract 1 from the Bravery characteristic of friendly OGOR units.</p> <p>-5 (or less) Halve the Bravery characteristic of friendly OGOR units.</p>
Hearty Score	Poison Score	Restorative Score
<p>20+ Add D3 to the Wounds characteristic of friendly OGOR HEROES.</p> <p>12-19 Add 1 to the Wounds characteristic of friendly OGOR HEROES.</p> <p>7-11 Roll a dice for each friendly OGOR HERO at the start of the battle. On a 6, add 1 to the Wounds characteristic of that HERO.</p> <p>0-6 No effect.</p> <p>-1 - -2 Roll a dice for each friendly OGOR HERO at the start of the battle. On a 1, subtract 1 from the Wounds characteristic of that HERO.</p> <p>-3 - -4 Subtract 1 from the Wounds characteristic of friendly OGOR HEROES.</p> <p>-5 (or less) Subtract D3 from the Wounds characteristic of friendly OGOR HEROES.</p>	<p>20+ If the unmodified wound roll of an attack made by a friendly OGOR unit with a melee weapon is 6, that attack inflicts 1 mortal wound in addition to any other damage.</p> <p>12-19 You can re-roll wound rolls for attacks made with melee weapons by friendly OGOR units.</p> <p>7-11 Re-roll wound rolls of 1 for attacks made with melee weapons by friendly OGOR units.</p> <p>0-6 No effect.</p> <p>-1 - -2 At the start of the first battle round, roll a dice for each friendly OGOR unit on the battlefield. On a 1, that unit suffers D3 mortal wounds.</p> <p>-3 - -4 At the start of the first battle round, each friendly OGOR unit suffers D3 mortal wounds.</p> <p>-5 (or less) At the start of each battle round, each friendly OGOR unit suffers D3 mortal wounds.</p>	<p>20+ At the start of each of your hero phases, friendly OGOR HEROES can heal D3 wounds allocated to them.</p> <p>12-19 At the start of each of your hero phases, friendly OGOR HEROES can heal 1 wound allocated to them.</p> <p>7-11 Roll a dice at the start of your hero phase for each friendly OGOR HERO. On a 4+, the HERO being rolled for can heal 1 wound allocated to them.</p> <p>0-6 No effect.</p> <p>-1 - -2 Roll a dice at the start of your hero phase for each friendly OGOR HERO. On a 1, the HERO being rolled for suffers 1 mortal wound.</p> <p>-3 - -4 At the start of your hero phase, each friendly OGOR HERO suffers 1 mortal wound.</p> <p>-5 (or less) At the start of your hero phase, each friendly OGOR HERO suffers D3 mortal wounds.</p>

ENDING THE CAMPAIGN

After the sixth campaign battle, the campaign ends (do not roll an event after the sixth battle). With a trail of bloodshed and destruction left across the region, your Ogor Mawtribe returns to its Glutthold and prepares for the great feast. Here, it will be determined how successful your Mawpath was and what dominion you now hold over these lands. To end the campaign, follow these steps:

Empty the Larder: For every 5 meat dice of 1 type, you earn 5 CVPs.

Boast and Brag: Add up your combined total of CVPs.

Reap Your Reward: Consult the table of Campaign Outcomes to the right to see the result of your Mawpath upon the region.

CVPs	Campaign Outcomes
0-20	<i>Your belly rumbles agonisingly as you finish the last of your grub. That was far from a satisfying feast, and you can already hear the discontented murmuring from your fellow ogors. You can feel their piggish eyes upon your back, and you know they are likely already planning to end your reign in traditional ogor fashion – with a painful disembowelment. Best watch your back and keep your gutplate belted on nice and tight.</i>
21-40	<i>As your tribe gobbles up the last few scraps of food from your larder, you release a thunderous belch. Not bad. Still, you're left with a vague sense of dissatisfaction. If only you had managed to squash your most troublesome foes and add them to the pot, you could really have had a feast to remember. At least there are no open signs of rebellion amongst your kin just yet, even if there's not much else to cheer about.</i>
41-60	<i>Thanks to your strong and cunning leadership, your tribe has gathered an impressive haul of vittles, and when you return to your Glutthold at long last, the great feast goes on for many days. Those few of your enemies you didn't manage to eat have surely fled in terror before your relentless onslaught, and your might is unquestioned for leagues around.</i>
61+	<i>You have led your people on one of the most devastating and rampantly gluttonous Mawpaths in their proud history. Vast swathes of land have been stripped of every consumable scrap of matter, and your tribe has stuffed their mouths with all sorts of tantalising meats and spices. You have honoured the Gulping God with a truly magnificent gutbash, and surely he will bless you with a long and glorious reign.</i>

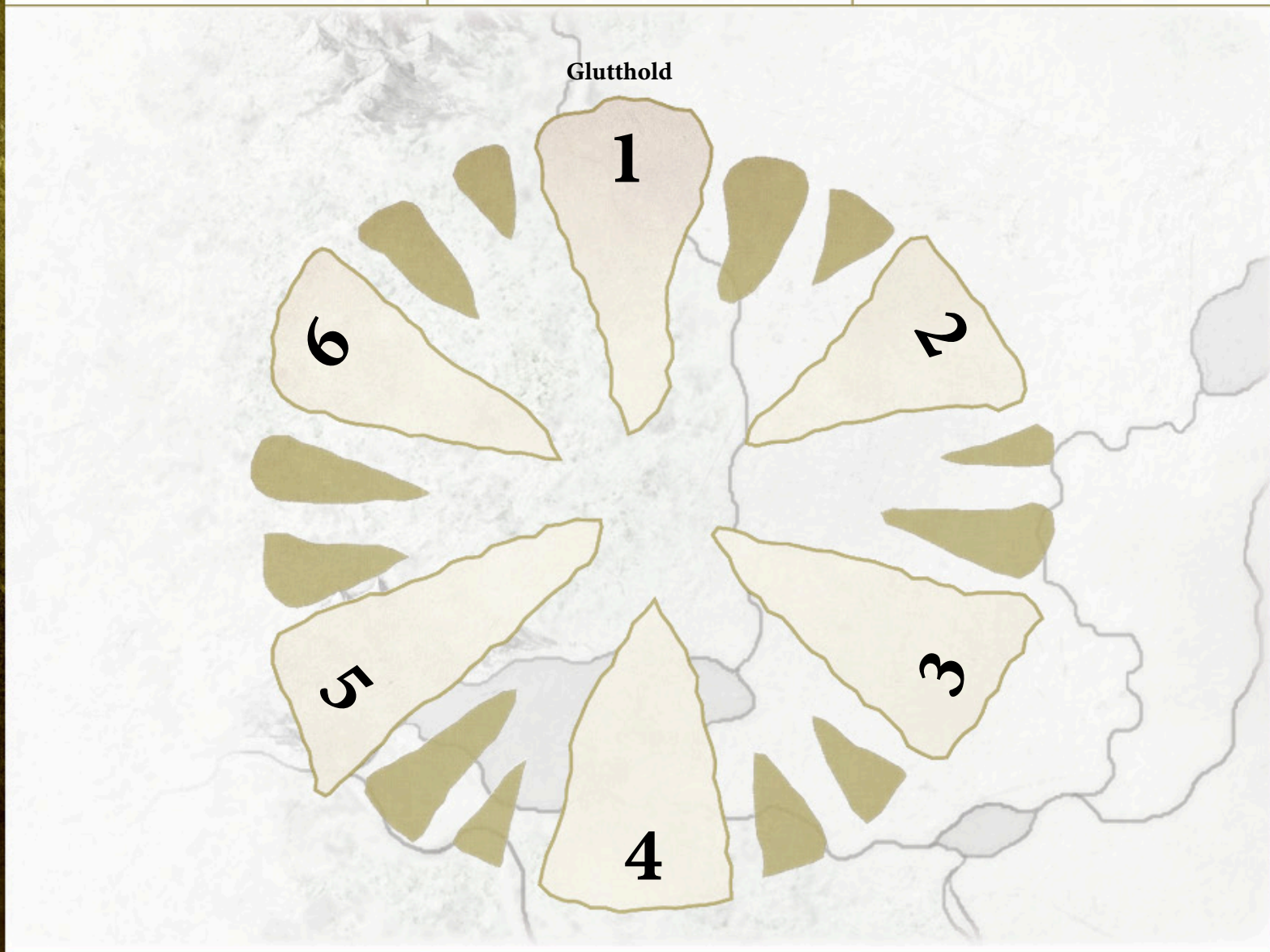


MAWPATH CAMPAIGN ROSTER

Player Name:

General's Name:

CVPs:



EVENTS

1. Swamp of the Troggoth Hag:

2. The Raiding Party:

3. The Gnoblar Rebellion:

4. The Dank Caverns:

5. The Infestation of the Plague God:

6. Dinner Invitation:

LARDER

Blood dice:

Spicy dice:

Risky dice:

Stodge dice:

Marrow dice:

Gristle dice:

Hearty dice:

Poison dice:

Restorative dice:

HUNGER PAINS

There are two things that ogors think about more than anything else: fighting and food. Fortunately for Klobb Bloodbelly, a battle and a meal are now both on the menu in this short story by Nick Horth.

Tyrant Klobb Bloodbelly watched as the gates of the garrison-fortress of Ixnia yawned open. A score of horseman galloped through them, followed by an enormous steam-carriage, its chimney-funnels spitting greasy smoke high into the air. Klobb's shaggy eyebrows furrowed in confusion.

'What're these lot playing at, then?' he said.

This was not what usually happened when his warglutt sought to crack open a fortress. Normally, the Tyrant's ogors had to pound and pound upon the humans' stone walls with their cannons and hammers, smashing them to dust before they could prise the stubborn inhabitants out and gobble them up.

Most of the oncoming manfolk wore feathered helms and breastplates. They carried lances with fluttering banners and had their pistols stowed in holsters and belt loops. A tall man clad in elaborate black plate rode at their fore upon a heavy, barded warhorse. Klobb had been about to give the order for his Ironblasters to begin their bombardment, but now it seemed that tonight's vittles were intent on delivering themselves straight into the cooking pot.

The horsemen came to a halt perhaps a hundred strides away, and one of their number bearing a red-and-white-checked banner began frantically waving it at Klobb and his boys. The Tyrant looked to his Ironguts – who shared his bewilderment – and shrugged.

'Let's see what they're about,' he said. 'Before we eat 'em.'

He swaggered unhurriedly over to the riders, thundermace propped up on his blubbery shoulder. Despite being sat astride particularly healthy-looking steeds, most of the humans barely came up to the level of the Ogor Tyrant's many chins. Only the black-armoured warrior was tall enough to look down upon him. And so he did, with a thinly masked expression of disgust. The man's chest was littered with medals and little coloured scraps of ribbon, and his helm was fashioned in the image of a lion's maw. Klobb peered back at him through piggish eyes and ran a blistered tongue across his lips.

'Good eating on that one,' he said, and there was a murmur of agreement from his Ironguts.

To Klobb's surprise, the rider did not quail in fear. Instead, he trotted his horse forward and began to unfurl a scroll, clearing his throat dramatically before reading aloud from it.

'I am Captain Jean Kir-Kourteler of the Ixnian Emberguard,' he said. 'Veteran of the Caladian Crusades, Hero of Black Point and Slayer of the Grot King Grik Toestabba. It is my honour to parley with you on behalf of the Conclave of the Ashen Fortress.'

The human gave an elaborate bow and an odd little flourish of his hand. Klobb gazed back blankly and let out a great, meaty belch. If he was disappointed by this reaction, the knight did not show it. Instead he read on.

'The master of this garrison, General Izarelle San-Sartor, wishes to inform you that she cannot countenance your trespassing upon lands rightfully belonging to the God-King. Nonetheless, she does not wish for unnecessary bloodshed between our peoples. Thus, she proposes a cessation of hostilities.'

'What's one of those, then?'

'A truce,' said the knight. 'And more than that, an alliance. We can offer enough meat for you to fill your bellies for the next dozen seasons.'

'Can we eat 'im yet, boss?' said Hurk. The Irongut was dribbling into his straggly beard, his hungry eyes fixed upon the rider.

The captain continued. 'For the past twelve nights, we have been assailed by foul mordants from the ruins of Castle Merdaire, who hurl themselves against our walls and drag our brave soldiers away to their feast tables.'

Feast tables. The words filled Klobb's mouth with drool.

'Unite with us against the deranged horde, and not only shall we provide you with as much food as you can eat, but you may also devour your fill of the soulless creatures of the night. At battle's end, you will depart from these lands for evermore, and

there will be no need for senseless violence. What say you to our offer, ogor?’

Klobb rubbed his greasy scalp and tried to ignore the furious rumbling of his stomach. It had been a hard march through the Cloven Peaks and across the barren ash floes that surrounded Ixnia. The Cracked Rib Warglutt had been forced to live off the land as they rumbled along the Meatfist Mawpath – quite literally, in fact, by gobbling up boulders, black cactuses, and other foul-tasting muck. It was only the gut feeling of Slaughtermaster Blagga that had caused them to veer off track in search of juicier treats and led them to stumble upon the slate-grey walls of the Freeguild fortress. Not the biggest manfolk stronghold that the Cracked Rib had ever stamped to rubble, but more than enough to fill Blagga’s larder full of dried meat for a few more days at least.

The Tyrant longed for the taste of hot gore and the feel of bones crunching between his teeth, spilling their delicious marrow.

‘Don’t much feel like waiting for my food,’ said Klobb, his guts growling aggressively. ‘Why don’t I just fill my belly with you lot, since you’re here?’

Wide-eyed and fearful, the soldiers fumbled for stowed rifles and handcannons. Only the black-

armoured knight was unruffled, even as the Ironguts hefted their maces and cleavers, each big enough to easily chop through the man’s warhorse in a single swipe.

‘Wait now!’ he roared. ‘We came here not just to parley. We do, of course, offer a gesture of our good intent. One that will surely assuage your hunger.’

He gestured to the steam-carriage and bellowed an order. The metal covering of the vehicle creaked open, and a most delicious bouquet of aromas met the Tyrant’s nostrils: salted meat, the sour tang of pickles and spirits, and the mouth-watering stench of ripe cheeses.

‘We offer this shipment as a gesture of good will,’ said the captain. ‘There is far more to come, if you swear your blades to the service of Ixnia. The harvest has been generous this season. Our warehouses are stuffed with ash-eels, mountain rhinoxen and firecorn. It can all be yours. All without risking a single death amongst your ... people.’

‘Let me pull ’is legs off,’ whined Hurk.

Without looking back, Klobb jabbed out an elbow and felt the Irongut’s nose crunch satisfyingly under the blow. His small, cruel mind played over the odds. It took a mighty effort to dismiss the



growling in his belly that demanded he bring his thundermace down on the human's skull and gobble up his splattered brains, but Klobb had not risen to the lofty position of Tyrant without being a wily old brute. Maybe they would take the humans' food. Maybe they would indeed join them in battering a bunch of rot-fleshed ghouls. And once they'd gobbled up both? Well, if they still felt hungry, there was always the rest of the city to devour.

He grinned an evil grin and let out a great, booming laugh.

'Right then, little meat, reckon we've got a deal.'

Relief flashed across Kir-Kourteler's face, and he smiled broadly. 'Excellent.'

Klobb cleared out his throat noisily and spat a brownish lump of unspeakable matter into his palm. Then he offered out his hand for the human to shake.

The man's smile transformed into an expression of utmost horror, but nonetheless Captain Kir-Kourteler gingerly reached out to clasp the ogor's palm, his gauntleted hand childlike in Klobb's meaty paw.

And they shook on the deal.

The Cracked Rib Warglutt were thoroughly enjoying themselves. Not only had the food provided by the humans been just the thing after months of unpalatable roughage, but no sooner had night fallen than the ghouls indeed returned to prey upon the people of Ixnia – only to run straight into the wall of blubber and iron that was Klobb's warglutt.

Now, beneath a hazy, crimson moon, a vicious battle was taking place along the walls of the garrison as Freeguild soldiery fought side by side with Ogor Gluttons against a horde of maddened cannibals. As the pale, long-limbed mordants skittered over Ixnia's wood-and-iron palisade, the ogors clubbed them into paste with their mauls or hacked them apart with rusty cleavers. Humans shot scores more down with volleys of musketry, finishing the rest with spears or halberds.

Klobb wiped a gore-smeared fist across his lips, savouring the taste of salty, rotten blood.

'Lovely stuff,' he murmured, grinning broadly.

Another blast echoed across the battlefield as Grubbut fired Pigroaster – the tribe's prized Ironblaster cannon. A cloud of grapeshot vomited from its rusty barrel and turned a pack of nearby ghouls into a pile of ruptured meat.

A screeching gaggle of mordants scampered towards Klobb, and the Tyrant closed one eye, drew a pistol from his belt, and fired. A cloud of



lead balls shredded one of the creatures – though not the one he had been aiming at – and a sweep of his thundermace shattered the limbs of another. The last leapt upon the Tyrant's back, raking with dagger-like claws. Muttering curses, Klobb grabbed the annoying little wretch and took a great bite out of the back of its skull before throwing the rest of the scrawny carcass away.

Captain Kir-Kourteler approached on foot, his greatsword wetted with black blood, followed by a burly band of soldiers in bucket helmets, each wielding a great, two-handed sword with a strange, wavy blade.

'To me, ogor!' shouted the moustachioed human. 'The enemy has slipped through our defences and attacked our ammunition wagons. We must drive them from the field.'

He frantically gestured at the bottom of the hill, where a circle of steam-carriages was being swarmed by a tide of gangly, pale-skinned figures. There was a sorry little band of human handgunners manning a desperate defence, but even as Klobb watched, he saw several of the soldiers dragged down and torn apart in a messy spray of entrails and blood.

The gory sight made Klobb's belly rumble anew as he picked bits of crunched-up ghoulish skull out of his teeth.

'Make safe the wagons, before it's too late,' Kir-Kourteler demanded.

'Right enough,' nodded the Tyrant, and cupping his hands, he turned towards his Ironblasters and yelled out.

'Oi! Grubbut! Give them scrawnies a taste of cannon shot.'

The ogor atop the immense weapon nodded and began to lash his rhinox mount, slowly angling the shaggy beast towards the spot that Klobb had indicated.

'Wait,' shouted Kir-Kourteler. 'Are you mad? There are two-dozen tuns of firepowder in those wagons. A single stray shot could cause—'

His complaints were cut off by a deafening blast as Grubbut fired a cannon ball down at the tide of mordants. It missed its intended target by the length of several tree trunks, pulverised a pair of black-armoured Freeguilders in a spray of crimson mist, bounced once, and then struck the largest of the steam-carriages dead centre. The vehicle crumpled like a squashed fruit. A second later, an immense fireball burst out of the ruptured metal carcass, sweeping out to envelop not only the

nearby host of undead but also the few remaining humans, their wooden barricades, and all six neighbouring ammunition carriages. All of these went up in a chain of blossoming detonations, momentarily illuminating the night sky in a blinding orange glow. When the light faded, Klobb peered down to see a vast section of the garrison ablaze, sheets of white flame devouring thatched rooftops hungrily, setting off secondary explosions and releasing thick plumes of black smoke. Humans and mordants alike were dashing about in a blind panic, many of them wreathed in flame like living torches.

'Good shot!' Klobb said with satisfaction, raising his thundermace towards Grubbut in approval.

'Throne of Azyr,' murmured Captain Kir-Kourteler, his face white as a ghost. 'That's our entire storehouse you just destroyed. Twelve seasons of provisions. All our weapons. All our stored grain and meat.'

Klobb's good humour evaporated. He frowned.

'All of it?'

Hypnotised by the growing inferno, Captain Kir-Kourteler could only nod. Klobb Bloodbelly reached out and put a hand on his shoulder, then began to squeeze.

'You're tellin' me,' said the Tyrant, speaking very slowly, 'that you ain't got any food left?'

Kir-Kourteler looked up at him, horrified realisation spreading across his face and those of his soldiers. Klobb's Ironguts lumbered forward to surround them, greedily brandishing their oversized weapons.

Klobb smiled, exposing yellow teeth, and leaned down until his face was pressed against that of the trembling officer. Stringy drool splattered onto Kir-Kourteler's polished boots.

'Guess we'll have to find our own then, won't we?'



THE STORMVAULT WARLORDS

In the wake of the Shyish necroquake, many of Sigmar's ancient Stormvaults have been revealed. Now, four warlords have gathered their armies and embarked on a quest to uncover one of these mystical sites. Their legions are on the march. War is imminent.



The Stormvault Warlords are back for their fourth instalment in the series! They've played some games, painted some models, and had a jolly good time trying to get stuff completed before we send the magazine to print. Apparently they all appreciate the tight deadlines ...

This month the warlords have all been playing games with their armies, taking on members of their respective teams, family members, and even people on the other side of the world. (Ben finds it hard to get a game in the Studio these days. He's built up a bit of a reputation.)

On the painting front, Matt has continued to add to his scenery collection while finishing off the contents of Soul Wars. Steve has painted some heroes and 'another shark', while Alex has added some mortals to her Maggotkin army, not to mention something that looks suspiciously like a slug. We don't need to tell you what Ben painted. (But if we do, it's squigs.) Read on to find out what they've been working on and what they've got planned for the future. Sounds like monsters are on the horizon.



MATT HUTSON

Matt is the *White Dwarf* team's representative in this challenge, and he's certainly doing us proud with his painting, having completed the contents of the Soul Wars boxed set.

When he's not working on his army and scenery for A Tale of Four Warlords, Matt can be found painting Imperial Fists for the Horus Heresy and some Ogryns for this month's Galactic War Zones. No, he never stops.



ALEX PUSZCZYNSKA

As the unholy emissary of the Dark Gods, Alex has dedicated herself to the Plague God Nurgle. She is also a comparatively new hobbyist, and the models she's painted for this challenge are some of her

first. Some people have all the skill, eh? Alex has only painted a few models this month, but she has been trying out new basing techniques while gearing herself up for a much larger project. What could it possibly be?



STEVE WREN

This challenge has been plain sailing for event coordinator Steve, who has been steadily powering through a new Idoneth army that he plans to combine with an existing Sylvaneth force. Not only

has he painted a fair number of models already, he's also painted some scenery for his force as well as a centrepiece kit. His gaming has been a little less successful, though, as you'll find out as you read on!



BEN JOHNSON

One squig, two squigs, three squigs, four squigs, five squigs ... lots of squigs! That's how many more squigs Ben has painted for his army this month. Ben's collection is now a force to be

reckoned with, though as you'd expect from an army of grots, it can be pretty unpredictable on the battlefield, as Ben found out in his latest battle with them. He's now planning his next project: an even bigger squig.

THE WARLORDS GO TO WAR!

This month, all four warlords have been playing games, though not against each other! We reckon they're just getting in some practice games before they come to blows with each other.



Top left: Matt took on photographer Erik's Gloomspite Gitz in The Temple battleplan from the *General's Handbook 2019*. He gave the grots a thrashing.

Top right: Ben played Martin Orlando all the way over in New York and sent us this selfie as proof.

Bottom left: Steve took on fellow event coordinator Chris White. Chris's ogors are pretty tough!

Bottom right: Alex played a few games with her husband and her gaming group. She now has a distinct dislike of Stormcast Eternals.



CAN I BE A WARLORD?

Of course you can! Many Warhammer stores, independent stockists, and gaming clubs like to run their own A Tale of Four Warlords challenge alongside the one taking part in the magazine. Why not ask them if they're planning anything this time around? Let us know how you're getting on at: team@whitedwarf.co.uk

MATT HUTSON | STORMCAST ETERNALS

PREPARING FOR THE WAR OF SOULS

The Umbral Spectres are a Stormhost of Matt's own creation. Hailing from the Realm of Shadow, they seek Sigmar's hidden Stormvaults so they might retrieve or destroy what lies inside them.

Matt has spent the last couple of months finishing off the contents of the Soul Wars boxed set. Having finished his Lord-Arcanum last month and a fourth unit of Sequitors this month, he now has a sizeable army that comes in at a healthy 1,960 points.

'I finished off the models in the Soul Wars box this month and painted some Easy to Build Sequitor models, too,' says Matt. 'The reason I painted those few extra models was to make up the numbers in the units, giving me four full squads of Sequitors, each with two stormsmite greatmaces for extra smashing.'

'I also painted a Sigmarite Dais this month, as I'm hoping to get enough scenery done to make a battlefield for us all to play over at the end of the challenge. I'm looking at painting a Penumbra Engine next so that we can represent the entrance to the Stormvault that we're all hunting for. I've also got Evocators on Celestial Dracolines on my painting table.'

OUT OF THE SHADESPIRE ...

'Alongside the Soul Wars models, I also painted Stormsire's Cursebreakers in the colours of my Stormhost,' says Matt. 'I actually painted them for two reasons. Firstly, so I can play Warhammer Underworlds with them. Secondly, because I can add Rastus and Ammis to the three Evocators in the Soul Wars boxed set to make another unit of five (or one big unit of ten). I can then use Averon Stormsire as another Knight-Incantor in my army. I now have three of them!'



... AND INTO THE STORMVAULT

As Matt mentioned last month, one of his main goals was to increase the firepower of his army, and he's certainly done that with his new unit of Castigators. 'Castigators have an ability to increase the accuracy or power of their shots each turn, making them really reliable at dealing damage,' says Matt. 'They'll also be pretty handy against Alex's army, as they cause extra hits to daemons.'

The addition of two Knight-Incantors to Matt's force (for a total of four spellcasters) means that he can also fling a lot of magic about, particularly lightning blast, which has become something of a favourite of his in the recent games he's played. 'Ignore protection,' says Matt. 'It's all about inflicting damage.'



A TALE OF FOUR WARLORDS

Everything Matt has painted this month – an impressive collection considering he’s been painting other models at the same time! He’s hoping to paint even more Stormvault scenery, too.



ALEX PUSZCZYNSKA | MAGGOTKIN OF NURGLE

PUTRID CHILDREN OF THE PLAGUE GOD

Over the last few months, Alex's Maggotkin of Nurgle collection has slowly spread across her painting desk like an infectious disease on an unwilling host. This month, some heavy hitters join her army.

Alex has spent much of the last two months trying out new paint schemes and basing techniques for her models. Her army currently sits at a very respectable 1,160 points.

'I finally got around to painting my Putrid Blightkings,' says Alex. 'And also a Beast of Nurgle – he's so cute! I painted my Blightkings using Zandri Dust spray as a basecoat, followed by a wash of Athonian Camoshade and a highlight of Krieg Khaki. Their skin is Rakarth Flesh shaded with a 2:1:1 mix of Reikland Fleshshade, Druchii Violet, and Lahmian Medium, and highlighted with Flayed One Flesh. The colour palette is similar to the rest of the force, but it clearly marks them out as mortals next to the daemons. The Beast of Nurgle is almost entirely drybrushed, though I did do a little wet blending on his tummy to blend the sickly flesh tone into the purple hide, and the tentacles are painted with Contrast paints. I also painted all his boils as eyes and his actual eyes to be blind. Poor beastie!'



BASING PRACTICE

'Last time, I mentioned how impressed I was with Ben's and Steve's bases,' says Alex. 'Well, they suggested I just have a go at making some fancy bases of my own, so I did! I used a variety of materials, including Texture paints, bits of slate, clump foliage, and even some water effect from a model railway shop. It was great fun trying out all these different effects on my bases, and I learned a lot from it. You can see the results on the bases of my new models below.'

The Putrid Blightkings and Beast of Nurgle are the latest additions to Alex's force. She may only have painted six models, but they are all rightly feared for their resilience. Next up: a mighty Maggoth Lord.



BEN JOHNSON | GLOOMSPITE GITZ

BOING BOING BOING!

Ben's Gloomspite Gitz have been on the rampage once again this month, hopping all the way over to the USA for a battle before bouncing all the way back again to appear in this very magazine.

WHAT A LOAD OF BOUNDERZ

'I've included more Boingrot Bouncerz in my army, as I find the extra armour and impact hits they cause to be really useful,' says Ben. 'They are slower than Squig Hoppers, though. That can be an issue in objective-based games, but when they're part of a Squig Rider Stampede, I can re-roll their move dice. The Loonboss on Giant Cave Squig's command ability can also be used to add 3" to a nearby unit's movement. See, they're not that slow after all!'



You guessed it – Ben's painted some more squigs for his Gloomspite Gitz army this month. This time, it's twenty more Boingrot Bouncerz, taking his force up to an impressive 2,500 points.

'I now have forty Boingrot Bouncerz in my army, plus five Squig Hoppers,' says Ben. 'Adding in all my other units, I can now field two warscroll battalions: the Squig Rider Stampede and the Squigalanche. I actually took a portion of my army on a recent holiday to New York and was lucky enough to play a game against Warhammer fanatic Martin Orlando, who's well known within the gaming community. Sadly for me, Martin brought a Vampire Lord on Zombie Dragon to the party, which proceeded to tear up my squigs in fairly short order. I want to get more games in with the army now, so I've set a challenge to the rest of the warlords that we all play a 1,000-point Meeting Engagement before the next deadline. Meanwhile, some really big squigs have appeared on my desk. Watch this space!'



Ben's squig-mounted contingent is now a force to be reckoned with. Most of the other warlords will struggle to kill them all before they bounce into combat, which is exactly what Ben is relying on!

STEVE WREN | IDONETH DEEPKIN

THE BRIOMDAR GO TO WAR

Nautical heroes and creatures from the deep have joined Steve's ever-growing Idoneth Deepkin army this month. A trio of endless spells have also been conjured into existence by his Tidecaster.

Steve has done his best to paint some more Namarti for his army, but once again he got distracted by big things and characters. Despite this, his army now stands at 1,770 points, but with the addition of his Sylvaneth models and the Alliance of Wood and Sea warscroll battalion, it weighs in at a mighty 2,390.

'I painted another Alloplex, three more characters, and three endless spells this time,' says Steve. 'My son William actually painted the Alloplex blue, then I went in and tidied it up for him; it was a little collaborative project for us. I also got to play my first game with my army this month, taking on Chris White – who works with me in the events team – and his Destruction army based around Braggoth's Beast Hammer. Suffice it to say my Idoneth got snowballed to death. I just couldn't deal with his big monsters! I was pleased to see an eels-versus-pigs fight, though, when the Morrarr Guard took on the Gore-gruntas. The Idoneth won that encounter, but only just.'

KING OF THE SEA

'The Akhelian King is such a great model that he was always going to be included in my force,' says Steve. 'He also makes Morrarr Guard and Ishlaen Guard Battleline if he is the army general, which, of course, he will be – I love eel riders! I tried a bit of blending on this model, particularly on the king's cloak and the Deepmare's skin, as I really wanted him to stand out. I put a fair amount of effort into the base, too, using bits of bark and spare bits from the Eidolon to create an underwater scene.'



ENDLESS SEA SPELLS

'The Idoneth don't have any faction-specific endless spells, so I decided to paint some of the ones from Malign Sorcery,' says Steve. 'I painted the Chronomantic Cogs, Quicksilver Swords, and Umbral Spellportals in shimmery deep-sea colours so they would match the army, but I based them on clear plastic discs so that I can use them with any of my collections no matter how they are based. To paint them, I undercoated them with Chaos Black spray, then sprayed them again from above with Leadbelcher. I then washed them all with Agrax Earthshade before applying another wash of Baharroth Blue mixed with Lahmian Medium. A coat of Calth Blue Clear paint blends the colours together and gives the spells that sparkly blue look.'



A TALE OF FOUR WARLORDS

Steve has painted all but one of the Idoneth heroes, giving him loads of options on the battlefield, not to mention a great-looking collection of heroes. Don't worry, though, he's painting Lotann as we type these very words.



ARE YOU UP FOR THE CHALLENGE OF A TALE OF FOUR WARLORDS?
WHY NOT SEND US SOME PICTURES OF YOUR MODELS?
EMAIL US: TEAM@WHITEDWARE.CO.UK

THE BATTLE IN BEASTGRAVE

Many are those who heed the call of Beastgrave. Some are drawn to the living mountain by rumours of great riches, others by the promise of slaughter. Some even believe it possible to slay the great mountain itself. Whatever their reason, battle and death await ...



Beastgrave is the third instalment in the Warhammer Underworlds series of games and a brand-new setting for the ongoing story. Following the cataclysm of the Shyish necroquake, the Katophrane curse that lurked in the city of Shadespire began to leech into the Mortal Realms through tiny cracks in reality. Pallid ghastright spilled out, damning those it touched to horrific visions, agonising deaths, and cruel resurrections. Unable to escape its clutches, the curse's victims were compelled to fight again and again, condemned to an eternity of battle. It was in Beastgrave – a vast living mountain in Ghur – that the effects of the curse were most pronounced. Treasure hunters, seekers of knowledge, savage tribespeople, and others besides fell to the curse and are now trapped within the impossible mountain. Two such warbands are Grashrak's Despoilers and the Kurnothi known as Skaeth's Wild Hunt.

NEW BOXED SET!

Want to get your hands on the warbands, cards, and game boards, featured in this Battle Report? The Warhammer Underworlds: Beastgrave set contains them all. Find out more at: games-workshop.com



ENTER BEASTGRAVE

In our very first Beastgrave Battle Report, Grashrak's Despoilers will be commanded by games developer Dave Sanders, who, in his excitement for Beastgrave, has annexed a section of this month's issue to talk about tactics in Warhammer Underworlds. We'll have to see if he heeds his own wisdom! On the other side of the board is games developer John Bracken, who will be using Skaeth's Wild Hunt. Both players know the game inside out, so expect plenty of tactical manoeuvring, clever combinations, and power-step shenanigans. You'll also get to see the new fighters in action and find out what some of the new power and objective cards do. But that's enough introduction from us! You can read Dave's and John's thoughts on their chosen warbands opposite before the Battle Report begins over the page. Glory is won, fighters fall, and John becomes the mayor of crit city ...



DAVE SANDERS

GRASHRAK'S DESPOILERS

Using the pre-constructed decks from the core set is a great way to get used to the new warbands in Warhammer Underworlds: Beastgrave. Both decks feature universal cards and warband-specific cards that complement the way the characters fight.

Grashrak's herd are fast, though not especially tough. Three of the ungor – Gnarl, Korsh, and Ushkor – only have two Wounds each and a

Defence characteristic of a single \curvearrowright . However, two of them do have bows, and Korsh can essentially appear anywhere, so I can use them pretty effectively to attack the enemy at range. Draknar is a combat monster – he can take most middle-tier characters out of action in a single round. Meanwhile, Grashrak makes for a great supporting wizard. My goal is to take two enemy fighters out of action as quickly as possible, get the whole warband Inspired, then just keep going for the objectives.



JOHN BRACKEN

SKAETH'S WILD HUNT

Like Grashrak's Despoilers, Skaeth's Wild Hunt are a flex warband; they can be geared towards taking objectives, killing, or controlling the battlefield. They can take objectives well because of their speed, but perhaps not hold onto them so easily due to their defence. Some members of the warband – notably Skaeth himself – are excellent in combat, though fragile, so I will have to be really careful how I pick my fights. The

Kurnothi become Inspired when they end the round with a Charge token, so in an ideal world I will be making plenty of charges with them, and hopefully taking an enemy out of action in the process. Sounding Karthaen's hunting horn before a critical charge should ensure I make the kill. As for the rest of the warband, Althaen is ideal for taking the enemy on at range and knocking them into lethal hexes, while Lighaen is a great counter to sneaky tactics.

DEPLOYMENT: DEFENSIVE OR AGGRESSIVE?

Dave and John carefully set up their warbands one model at a time, keeping a watchful eye on where the other places their models. Even at this stage, the difference of one hex could be crucial.

Dave and John carefully considered where they would place their objectives, John placing Objective 2 in between three of his starting hexes to stop Dave placing a lethal hex there (which Dave openly admitted he would have), while Dave placed Objective 3 in the back corner of John's board in the hope that Korsh 'the Sneak' would be able to use his ability to move off the board and reappear on it when required.

Dave subsequently set up Korsh on an edge hex so that he could easily scamper off the board or run forwards to

take Objective 4 (which, incidentally, Dave drew), while John placed Karthaen next to Objective 2. Dave deployed Gnarl, Ushkor, and Murghoth Half-horn around the lethal hex to the north – a dangerous move, but he wanted to ensure that his fighters could get into combat quickly. The sooner they killed something, the quicker they would become Inspired. John set up Althaen in the far corner of the board because she can charge from there with her bow, while John deployed Skaeth opposite Draknar and Grashrak. He placed Sheoch in the centre and Lighaen on the edge of the board, ready to intercept Korsh.

LETHAL HEXES

There was already one lethal hex, but both Dave and John added another one to the game. John placed his next to Objective 5, knowing that Dave would probably set some of his models up around it. Dave did a similar thing to John, placing his lethal hex behind Objective 2. If one of Dave's models was standing on the objective, it could end up pushed into the lethal hex.

DAVE'S OBJECTIVE CARDS

Dave: My two Hold Objective cards were both pretty achievable, but Survival of the Fittest would be tough to score early on. My plan would be to take the two objectives with my ungor while Draknar ran forward to terrorise the enemy and score glory through kills.



DAVE'S POWER CARDS

Dave: I could already see a few combinations coming together with my power deck. John can see my character cards and knows what damage my characters can do, but Jabbing Spear and Baying Hatred combined could turn one of my average ungor into a monster. It would be enough to take out an enemy character in one hit.



JOHN'S POWER CARDS

John: I got a good mix of cards in my starting hand, so I was pretty happy. Snare is a dangerous card to have early in the game, as it means I can deal 3 points of damage to one of Dave's fighters if I can push them into a lethal hex. Retrieve Javelin is also handy, as it means Skaeth can attack twice at range rather than only once.



JOHN'S OBJECTIVE CARDS

John: Hold Objective 1 would be hard, but Run Down would give me two glory (one for the card, another for the kill) if I pulled it off. And, if I picked the right target, so could Kurnoth's Snare. Both are 'score immediately' cards, too, so I can draw another objective card if I achieve them.



A BEASTLY BATTLEFIELD

Dave: I chose the Abandoned Lair as my game board and placed it down first. Because I placed the first board, it also meant that I got to place three out of the five objective markers, which would be key to my game plan.

John: I chose the Wyrmgrave board, as I hoped the lethal hex would give Dave pause for thought. I set the boards up straight opposite each other to give myself maximum opportunity for Charges and manoeuvring.



GRASHRAK'S DESPOILERS

- GR** Grashrak Fellhoof (1)
- DR** Draknar (2)
- MU** Murghoth Half-horn (3)
- GN** Gnarl (4)
- US** Ushkor (5)
- KO** Korsh 'the Sneak' (6)

SKAETH'S WILD HUNT

- SK** Skaeth the Huntsman (7)
- AL** Althaen (8)
- LI** Lighaen (9)
- SH** Sheech (10)
- KA** Karthaen (11)

ACTIVATION 2

After the death of Gnarl, Dave really needed to score some glory as quickly as possible. Draknar is a fearsome fighter, and Dave reasoned that it would be sensible to try to kill at least one of the Kurnothi before they became Inspired or John upgraded them. Dave charged Draknar into Sheoch and used a Ritual counter to give him a re-roll of his attack dice. Draknar killed the aelf easily, scoring Dave his first glory point of the game and another valuable Ritual counter.



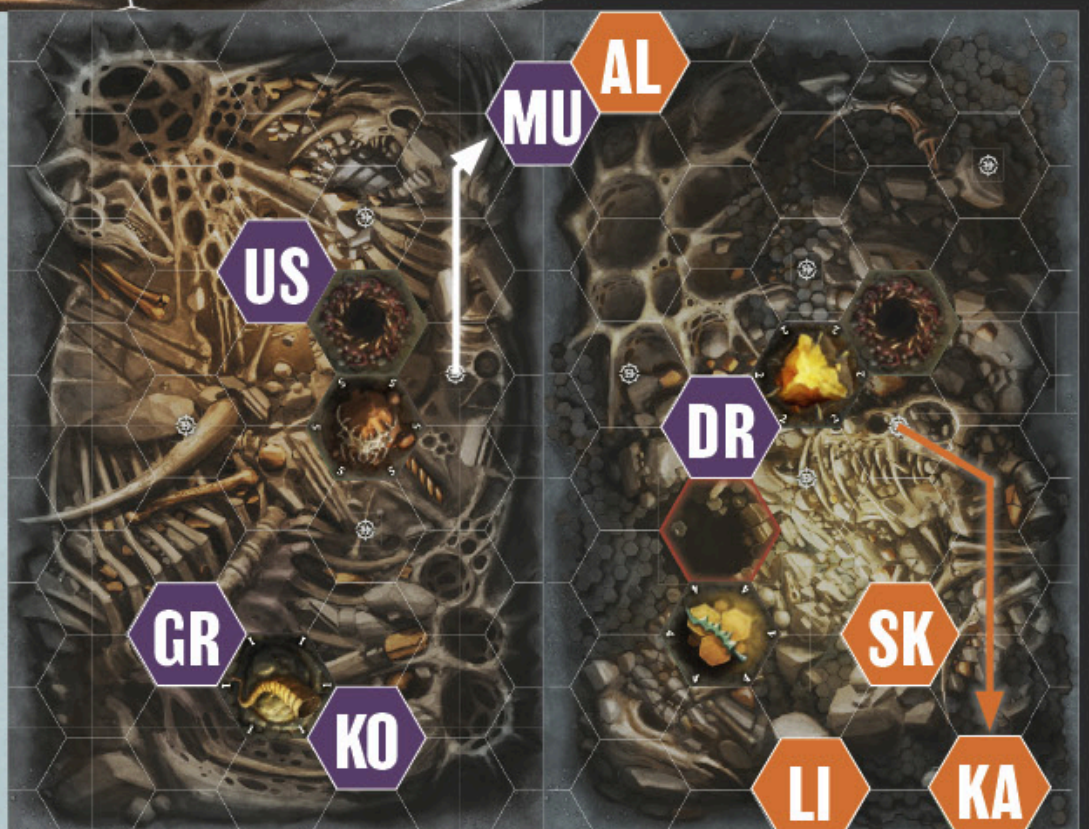
ACTIVATION 4

In his second activation, Dave charged Murghoth Half-horn into Althaen. Dave used the Ritual counter he'd gained in Draknar's fight to get a re-roll on one of his dice. That allowed him to win the fight, causing two damage to Althaen. It was at this point that Dave remembered that Althaen's Wound characteristic was one higher than he remembered! He decided not to drive Althaen back due to the Caltrops upgrade that John had just played on her.



STATE OF PLAY: ROUND 1, ACTIVATION 4

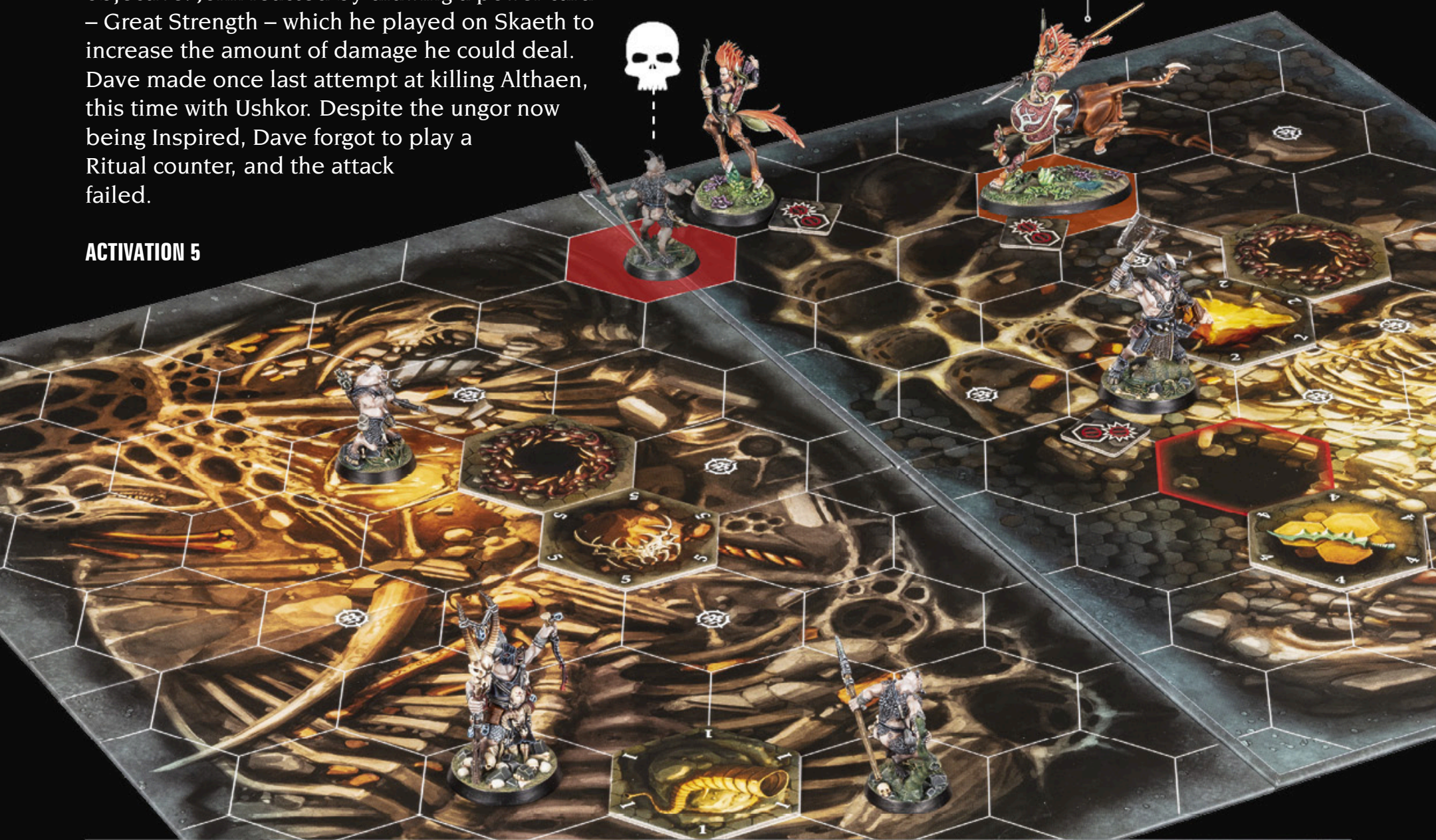
The third and fourth activations of the round were considerably less violent than the first two, but no less important. By moving Karthaen onto Objective 3, John hoped to block a sneaky move from Korsh, while simultaneously moving the fragile aelf away from the rampaging Draknar. Dave's move to attack Althaen with Murghoth was perhaps a mistake, but Dave could potentially take her out of action with his next activation.



ROUND 1 CONTINUED

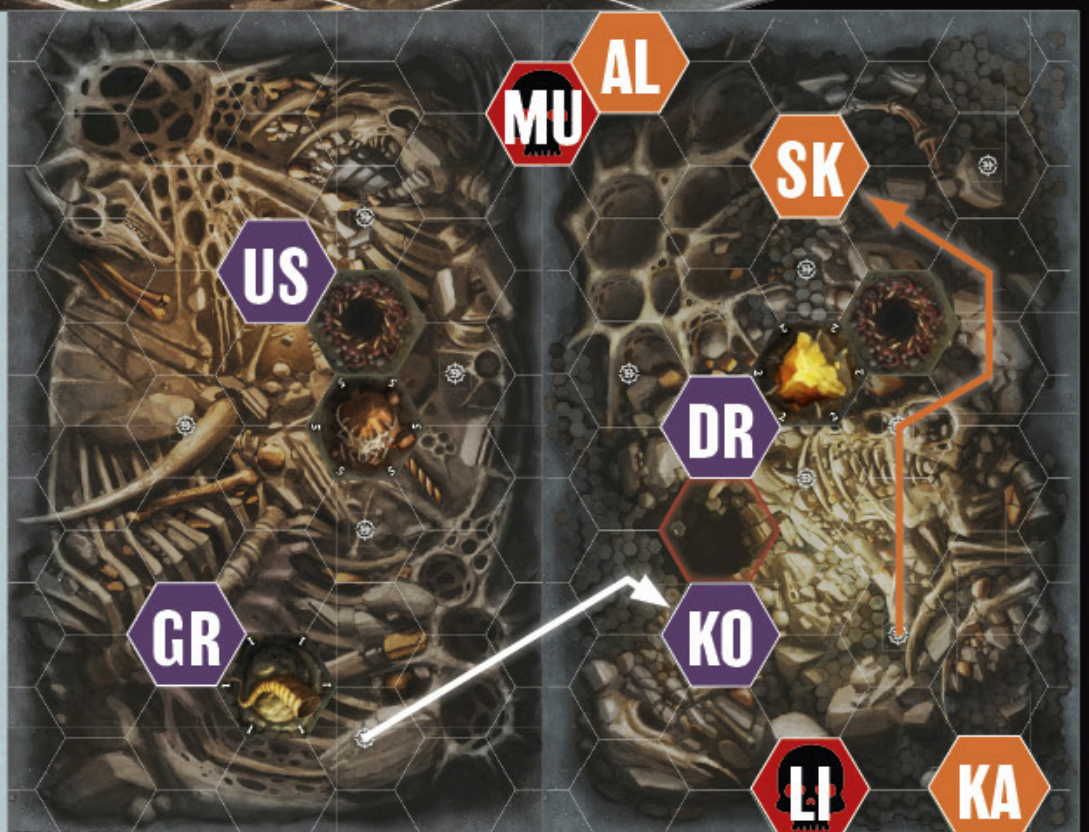
With Althaen in trouble, John charged Skaeth into Murghoth. He used his leader's javelin to wound the ungor and drive him back into a well-placed Snare, taking the beastman out of action. Dave retaliated – eye for an eye – by upgrading Korsh in John's power step, then racing him forwards to kill Lighaen, hold Objective 4, and trigger the Inspire condition in the warband's remaining fighters at the same time! With Lighaen dead, Dave knew that John had no more fighters to activate and would struggle to push Korsh off the objective. John reacted by drawing a power card – Great Strength – which he played on Skaeth to increase the amount of damage he could deal. Dave made once last attempt at killing Althaen, this time with Ushkor. Despite the ungor now being Inspired, Dave forgot to play a Ritual counter, and the attack failed.

ACTIVATION 5



Above: Skaeth charges Murghoth and throws his javelin of the hunt at the ungor from three hexes away. Because the attack has +1 damage on the charge, Skaeth causes 2 damage, which is not quite enough to kill the ungor. However, John drives Murghoth back, then plays the Snare play, taking him out of action. He plays a second play to retrieve Skaeth's javelin so he can throw it again later in the game.

STATE OF PLAY: ROUND 1, ACTIVATION 6 Activations five and six saw another two deaths on the battlefield – Murghoth Half-horn and the malkyn Lighaen (who hadn't even had a chance to move!). This left John in a difficult position, as all three of his remaining characters had either charged or moved already this round. Dave, however, still had plenty of options, as well as the opportunity to kill a third member of John's warband if he could score a hit on Althaen with either Ushkor or Grashrak.



ACTIVATION 6



Above: Dave plays Baying Hatred in John's power step and upgrades Korsh with a Jabbing Spear. In his own activation, he charges Korsh forwards, taking Objective 4 and killing Lighaen at the same time.

Above right: John draws a power card, having run out of fighters to activate.

Below: Ushkor fails to even hit Althaen with his shortbow.

STATE OF PLAY: ROUND 1, ACTIVATION 8
At the end of the round, there were four beastmen and three Kurnothi left on the battlefield, and one of the aelves was badly wounded – not an ideal situation for John. However, Skaeth had retrieved his javelin, making both Althaen and him dangerous at range (not to mention that they were now both Inspired), which could prove problematic for Dave if he tried to take any objectives. Wherever his beastmen went, the aelves would be able to reach them!



ACTIVATION 8



ROUND 2: A DUEL OF WITS AND BLADES

John may have taken a marginal lead in glory points, but two of his fighters are now dead and one of them badly wounded. Dave presses home the attack in a bid to finish off the survivors.

The second round saw Dave take the initiative, his first action being to charge Draknar into Skaeth. Despite the Bestigor having three fury attacks, Dave somehow missed with all of them! A flurry of cards were then played in Dave's power step, Dave and John both looking for ways to power up their best fighters

while simultaneously trying to outmanoeuvre each other. The result was a seven-card power step that left John in a marginally better position, which he quickly capitalised on by shooting Ushkor into a lethal hex with Althean. He then subsequently lost his bow-armed aelf when Dave charged her with Korsh.

DAVE'S HAND

GAMBITS

Weight of Numbers

Vile Invaders

Confusion

Bloodcrazed

Great Fortitude

OBJECTIVES

Conquerors

Proven Superiority

Survival of the Fittest

JOHN'S HAND

GAMBITS

Divine Strength

Fleet of Foot

Hunt in Concert

Shield Slash

Battle Cry

OBJECTIVES

Run Down

Annihilation

Cry of the Wild

ACTIVATION 1



Left: Draknar attacks Skaeth, but Dave fails to score a single hit on any of his three dice. Dave doesn't even use a Ritual counter for this fight, reasoning that three attacks and Cleave will be enough – he's sadly very wrong! Charging Skaeth also means that Draknar cannot be activated again this round – a serious blow for Dave and his warband.

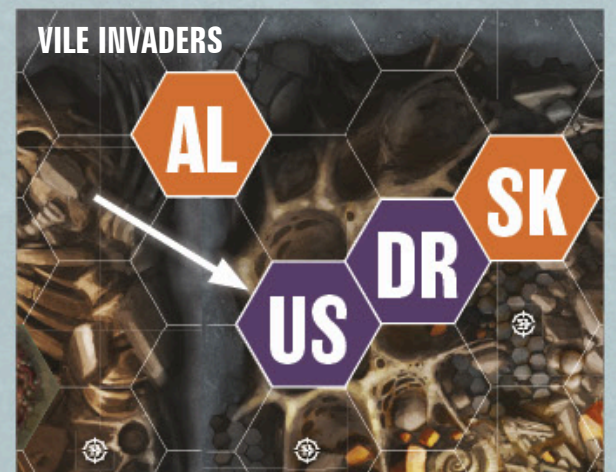
THE POWER STEP DUEL

GREAT STRENGTH AND SHIELD SLASH

Dave played Great Fortitude on Draknar so that Skaeth could no longer kill him in one attack action. John then played Shield Slash, which, when combined with Great Strength, meant Skaeth could again kill Draknar outright.



After Dave passed on playing a card, John played Hunt in Concert so that he could push Althaen one hex towards Ushkor, setting her up to support an attack from Skaeth.



Dave then played Vile Invaders, moving Ushkor two hexes towards Draknar, into John's territory, and away from the pesky Althaen.



With Althaen now out of position, John played Fleet of Foot, moving her back in behind Ushkor. Her Inspired condition gives her Ensnare – perfect against Ungor!



Dave responded by playing Confusion, swapping Ushkor and Draknar around so that Skaeth couldn't use his Shield Slash ability on the Bestigor without charging.

DIVINE STRENGTH

John finished the card duel by upgrading Althaen with Divine Strength, giving her attacks Knockback 1. She was now perfectly positioned to shoot Ushkor from the hex she was in and drive him back twice, whereupon he would land in a lethal hex.



ACTIVATION 2



Left top: Althaen fires her seeker bow at Ushkor. Because the aelf has Ensnare when Inspired, Dave needs to roll a critical success for Ushkor to survive. He does not, and the ungor is driven back twice (once for the attack, another for the Divine Strength upgrade) into the lethal hex next to Objective 2, taking him out of action. It was almost like John had planned it (he hadn't, it was just very quick thinking on his part!).

ACTIVATION 3



Left bottom: Korsh charges back from Objective 4 and uses his Jabbing Spear to attack Althaen. Having learned from past mistakes, Dave chooses to use a Ritual counter and scores two critical hits on Althaen.

With the Kurnothi Hunter only having one defence dice, John cannot even hope to stop the attack, and Althaen is taken out of action, scoring Dave a glory point and another Ritual counter. Having used most of their cards in the earlier power steps, both players pass.



ACTIVATION 4
John drew the play Swift as the Wind, enabling him to remove a Move token from a fighter. While not immediately useful, the card could help him later in game. After all, he didn't have many fighters left to move!

STATE OF PLAY: ROUND 2, ACTIVATION 4
By the middle of the second round, both warbands had taken a beating. Karthaen and Grashrak – the two spellcasters – were both well out of the fighting, standing as they were towards the backs of their respective territories. Meanwhile, the two most powerful fighters – Skaeth and Draknar – were squaring off against each other. Skaeth could kill Draknar in a single round, but the Bestigor would only be able to cause three damage to the four-Wound aelf ...



ROUND 2 CONTINUED

With both players' hands nearly exhausted, Dave and John took stock of the situation, working out how many objectives they could achieve and how much damage they could do with their remaining fighters. Dave elected to swap out one of his objectives (see right), while John chose for Karthaen to blow his hunting horn. Dave then moved Grashrak, knowing that Skaeth was too far away to attack him, but that the Kurnothi leader would almost certainly be activated next.

'It's a tough choice between Korsh and Draknar,' said John, as he eyed up possible charges for Skaeth. 'Korsh has dodge to defend, while Draknar has block, but Draknar is definitely the more dangerous of the two as we move into the last stages of the game. Besides, it's a much more exciting combat seeing the two beefed-up fighters attacking each other.' Without any further deliberation, John charged Skaeth into Draknar. Bolstered by Karthaen's horn, Skaeth used his Shield Slash upgrade to kill the Bestigor and generate another couple of glory.

By the end of the round, only four fighters remained, including both leaders. John was ahead in terms of glory points, but Dave still had the opportunity to even the score and, perhaps, even take the lead. The last round of the game was in sight ...

ACTIVATION 5

With his hand of power cards running low and his objectives proving difficult to achieve, Dave discarded Conquerors and drew Spoilers instead – arguably an even harder objective to achieve!

Both players decided to pass in the power step once again, their hands of cards depleted.



Above: Neither Dave or John play any cards during the last four power steps of the second round. Clearly their first power step exhausted them!

Below: Karthaen, who hasn't moved since the third activation of the first round, valiantly defends Objective 3 in the furthest corner of the battlefield.



ACTIVATION 6

With only two fighters left on the board, John elected to use Karthaen's hunting horn ability. This would enable him to re-roll any or all of the dice in his next Attack action. With only one other aelf left to activate, both Dave and John knew that Skaeth would be the next model to fight ...



HUNTING HORN

ACTIVATION 7



Left: Having not taken any actions so far in the entire game, Grashrak makes a tentative move from his starting hex onto Objective 1. While Dave doesn't have the Objective 1 card, he may draw it, or potentially another card where standing on an objective is beneficial, in the final round of the game.

ACTIVATION 8



Above: Skaeth charges Draknar, causing two hits with his Shield Slash ability, one of them critical. Unable to make any saves against the attacks, the Bestigor is finally taken out of action. This enables John to complete the Run Down objective, which he scores immediately alongside the glory for taking Draknar out of action. He draws the Ritual Kill objective to replenish his cards.

STATE OF PLAY: ROUND 2, ACTIVATION 8
The second half of the second round was pretty quiet compared to the raucous first half, with only a few fighters moving around. Karthaen remained in his corner of the battlefield, while Grashrak advanced a single hex to stand on Objective 1. Skaeth also moved only two hexes to fight Draknar, though as John pointed out, this did enable him to get within charge range of Grashrak – a likely target for the aelf in the final battle round.



ROUND 3: THE LAST BID FOR GLORY

With only two glory points in it, Dave and John draw their last hands and prepare for the final round. Dave knows that Skaeth is the most dangerous fighter, but will he be able to take him out of action?

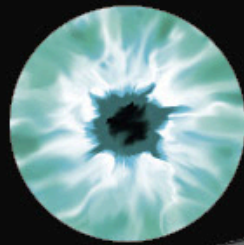
Dave takes the first activation and charges Korsh into Skaeth, hoping that the ungor can wound the Kurnothi leader and make him easier to kill for Grashrak. Dave spends a Ritual counter to ensure that as many of Korsh's three attacks hit as possible, but John blocks them with two critical successes. 'Welcome to crit city, population John,' said John, laughing.

In the first power step, John used Sidestep to push Skaeth into the hex next to Korsh, but Dave played Berserk

Bellow to push him away again. So instead of fighting Korsh, John charged Skaeth across the board and into Draknar, slaying the Bray-Shaman in a single round of combat. He then moved Karthaen towards Korsh, blew his hunting horn, and played Swift as the Wind, enabling him to charge in the last activation of the turn. The aelf easily took the ungor out of action, scoring John a glory point for the kill and a further five for the Annihilation objective card. A close game had turned into a conclusive victory in the final stages. John was the victor!

DAVE'S HAND	JOHN'S HAND
GAMBITS Cursed Flint	GAMBITS Might of Kurnoth
Sorcerous Trinket	Sidestep
Snare	Great Fortitude
Berserk Bellow	Eldritch Haze
Baying Anger	Swift as the Wind
OBJECTIVES Proven Superiority	OBJECTIVES Ritual Kill
Hold Objective 1	Annihilation
Hold Objective 3	Purifying Rites

ACTIVATION 1



RITUAL COUNTER



Above: Korsh charges Skaeth and despite scoring two hits with his attacks, John manages to block them with two critical successes.

Below: Skaeth ignores Korsh and charges Draknar. His Great Strength upgrade enables him to kill the Bray-Shaman outright.

Right: Karthaen charges into Korsh thanks to Swift as the Wind. Boosted by the Might of Kurnoth gambit spell, he easily kills Korsh.

ACTIVATION 8



ACTIVATION 2



GLORY TRACKER
6 - 16

THE END PHASE

Having fought their battle to a bloody conclusion, Dave and John perform the ritual post-Battle Report handshake before sitting down to discuss the outcome of their game.



Dave: I thought it was all going my way at the start. Then suddenly everything went wrong!

John: Agreed! Then, when you failed to kill Althaen at the end of the first round, and Skaeth at the start of the second, I thought I had a chance. I didn't miss with a single attack after that point and I think that's what won it for me.

Dave: I made some poor decisions. If I'd played the right upgrades or ploys I might have killed Althaen, which in turn would have kept Ushkor alive and saved me an activation later on in the game. There were lots of knock-on effects from that decision. Not being able to wound Skaeth with Draknar was also frustrating – I saved a Ritual counter when I should have spent it to get a re-roll. Because Draknar has Cleave, you would have needed critical successes to protect him from harm. As it turns out, you didn't even need to roll the dice.

John: I found it interesting how aggressively we both played. We both went all out to get our

fighters Inspired, which we did in quite possibly record time! I was sad to see Lighaen taken out of action so early, but he's the weakest member of the warband, so he's likely to get picked on. You used a good combination of cards and attacks to get him, too – I wasn't expecting that.

Dave: Upgrading Korsh was interesting – I didn't expect to do that, either, but the right cards came into my hand, and I went for it. I always planned for him to do his sneaking ability, and I ensured the objectives were set up to do that, but I never pulled it off.

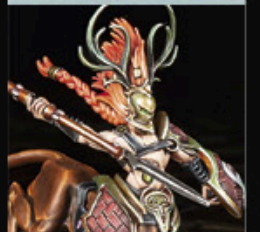
John: I don't think I used Karthaen effectively at all. His normal stats are reasonably good, but when he's Inspired he becomes a level 2 wizard, can deal out three damage per hit, and has can move five hexes. I protected him because I wanted to ensure I could use his hunting horn, then I failed to make the most of it until right at the end of the game. Maybe I need to get him and Sheoch in earlier, get them Inspired, then use their abilities. Still got a lot to learn!

FIGHTERS OF THE MATCH

Dave: Korsh killed both Lighaen and Althaen and took an objective early on in the game. He was my last fighter to die, too!



John: Skaeth all the way! He took out Murghoth, Draknar, and Grashrak – that's a lot of glory scored from one fighter.



DAVE'S CARD OF THE MATCH

Dave: My most successful card play was when I got to upgrade Korsh with a Jabbing Spear. That extra hex of range means that he can reach his target, but often they won't be able to fight him unless they charge. By playing Baying Hatred in the previous power step, I was then able to increase his Damage to 2, which was crucial for taking out Lighaen. It's combinations like this that you need to be aware of in Warhammer Underworlds if you want to get the most out of your deck and maximise the damage you put out with your fighters.



JOHN'S CARD OF THE MATCH

John: Shield Slash is by far my favourite card that I got to play in this battle. This upgrade gives Skaeth three potential attack options, making him incredibly dangerous and very versatile.

Combined with the Great Strength upgrade that I'd already played on Skaeth, I was able to take down Draknar and Grashrak Fellhoof with no trouble at all. Four damage on a fighter that can charge up to five hexes across the board is not to be sniffed at.



THE APEX PREDATOR

Beastgrave is a deadly place at the best of times, with vicious predators roaming the caverns and passageways of the ancient mountain in search of prey. Yet there are rumours of an even darker threat, a predator beyond compare known as the Apex.



Deep in the labyrinthine tunnels of Beastgrave howls a lost and hungry sentience. Known to the Silent People simply as the Apex, it has no corporeal form, appearing only as an ethereal mass of claws, teeth, and mad, red eyes. Though it longs to sink its fangs into living flesh, to feel the glorious wetness of hot blood dripping from its jaws, it is forever denied that thrill, for the Apex can never experience the glory of the true kill itself. It satisfies its lust for the hunt only vicariously, by using another as its puppet so it can sustain itself in an eternity of hunger and madness.

The Apex was once a powerful shaman of the Knifeclaw tribe. Though his name is long forgotten, even to him, his legend lives on across the Ghurish Hinterlands. A consummate and inventive hunter, he learned how to take the aspect of the beast by slaying powerful predators, then flaying them, wearing their skin, and then – under the light of the beast-moon – transforming into the very creature whose hide he wore upon his back. For a time, the shaman roamed at will, wearing a variety of shapes from that of the great stone bear to the crevasse serpent. He even donned a cloak of feathers made from a Beastgrave roc, hunting the skies as well as the lands. For a time, he ruled as the apex predator of all humanity across Ghur.

Drunk on power and intoxicated by the thick blood liquor he distilled as a transformative elixir, the Apex made a critical mistake. Whilst hunting the Silent People on the slopes of Beastgrave he met his match, for they fought as one. Seeking a new edge, he donned not one skin, but six, placing one atop another even as his body swelled, buckled, and bulged under the strain of becoming half a dozen predators at once. It was too much for even him, and weltering in great pools of blood, his physical form wrenched itself apart.

The shaman's composite spirit, however, lived on, screaming into the night from the still-steaming ruin of his sixfold form. He dived into the passageways of that vast mountain, intent on revenge against the Silent People that he saw as responsible for his death. Skilled in the matter of spirit magic, the shaman's ghost possessed those it saw as powerful predators and wore them much as he once wore flayed skin.

Those he took as his host forms became more muscular, savage, and atavistic, the Apex's bestial ferocity enhancing their speed, strength, and killer instinct with those weapons they saw as part of themselves – or even, should it come to it, their clawed hands and teeth. Those who proved unworthy of his savage blessing by failing in their hunt he would abandon, reeling and confused, only to possess another host form when one was revealed as a worthy hunter. As yet, the shaman has not found the perfect hunter-form he so desperately seeks. But with Beastgrave's call growing ever more insistent and its depths plumbed by fighters from across the Mortal Realms and beyond, it can only be a matter of time before the champion of that fell peak is transformed into the ultimate apex predator.

Apex is an alternative way to play Warhammer Underworlds: Beastgrave. In games of Apex, a powerful spirit is watching the ongoing conflict, intent on possessing what it sees as the apex predator on the battlefield. A fighter possessed by this spirit becomes the Ur-Predator, an almost unstoppable warrior, and their warband is all but guaranteed victory. But should that fighter be slain, their killer will be possessed and become the Ur-Predator in turn. The battle to gain the power of this bestial spirit will be bloody indeed!

PLAYING GAMES OF APEX

AIM OF THE GAME

The aim of the game is to have a surviving friendly fighter with the Ur-Predator upgrade at the end of the game.

HOW TO PLAY

You need a copy of Warhammer Underworlds: Beastgrave to play Apex. Apex uses all of the Beastgrave rules with the additional rules presented here. If a rule in Apex contradicts a rule in Warhammer Underworlds: Beastgrave, the rule in Apex takes precedence.

Display of Dominance

If no fighter has the Ur-Predator upgrade (which will always be the case at the start of the game), when a fighter takes another fighter out of action with damage dealt by an Attack action (not, for example, by driving them back into a lethal hex) give the attacker the Ur-Predator upgrade.

A New Challenger

If the fighter that has the Ur-Predator upgrade is taken out of action by an enemy fighter's Attack action, give the attacker the Ur-Predator upgrade.

Unworthy Death

If the fighter that has the Ur-Predator upgrade is taken out of action in any other way, remove the Ur-Predator upgrade from that fighter (it does not go into a discard pile).

No True Predator

If the fighter that has the Ur-Predator upgrade at the end of the round did not make at least one Attack action in that round, remove the Ur-Predator upgrade from that fighter (it does not go into a discard pile).

VICTORY

Whichever player has a surviving fighter with the Ur-Predator upgrade at the end of the game wins. If no player has a surviving fighter with the Ur-Predator upgrade at the end of the game, determine the victor as for a normal game of Warhammer Underworlds: Beastgrave.



The Ur-Predator card comes free with this very issue of *White Dwarf*, meaning that you can start playing Apex straight away!





PATH TO VICTORY

In this article, Dave Sanders, Acolyte of the Katophranes and Herald of the Silent People, presents an in-depth tactical guide to the warbands in the Warhammer Underworlds: Beastgrave core set - Skaeth's Wild Hunt and Crashrak's Despoilers.





The Warhammer Underworlds: Beastgrave core set is the perfect way to get into the game that is being played by tens of thousands of players around the world. In a departure from previous core sets, it doesn't feature any Stormcast Eternals.

Instead, it includes the fierce warriors of Skaeth's Wild Hunt and the savage beasts of Grashrak's Despoilers. These warbands are unlike any that have come before them, and in this article we'll give you some pointers about using them in your games of Warhammer Underworlds.

GRASHRAK'S DESPOILERS

Numbering six fighters, Grashrak's Despoilers are sneaky, fast, and aggressive. To get the most out of them, you'll want to make the most of all of these traits. Let's start by looking at the fighters.

GRASHRAK FELLHOOF

Grashrak is the leader of the warband, and a wizard to boot. Wizards were introduced in Warhammer Underworlds: Nightvault, and they continue to play a big part in Beastgrave.

Grashrak is a solid fighter with a respectable 4 Wounds, meaning he can take a hit, and a 2 ⚔, 2 Damage Attack action that allows him to make short work of weaker fighters.

While he can operate as a front-line fighter, he excels at supporting your warband from slightly behind the front line. As a level 1 wizard he can cast spells like Bestial Vigour (1) to allow you to launch a charge your opponent did not anticipate or to grab a vital objective, and when he Inspires he becomes a level 2 wizard, opening up all of the most powerful spells in the game to your warband.

In addition to his magical abilities, he has a unique ability powered by Ritual counters (2). At the start of the game and whenever an enemy fighter is taken out of action, you place a Ritual counter on Grashrak's fighter card. Then, before making an attack roll for any friendly fighter, you can spend one of these counters to allow you to re-roll one dice in that roll. This can make the warband's attacks very reliable, and it is worth looking after Grashrak to keep this benefit for as long as possible.

DRAKNAR

A warlike Bestigor, Draknar is the heavy hitter of this warband. His Attack action of 2 ⚔, 3 Damage and his Defence characteristic of 3 tell you what he's meant to be doing – getting into the thick of it and making a mess of the enemy. He's even more fearsome when Inspired, as his Attack action becomes 3 ⚔ and 3 Damage with Cleave – a remarkably reliable attack, particularly against more-heavily armoured targets.

To make the most of Draknar, you should include Trophy Taker (3) in your deck. When you give this upgrade to Draknar, you'll be gaining two glory points for every fighter he takes out of action, which is a surefire way to gain a lead over your opponent.

I should provide a note of caution here – although he hits like a juggernaut, Draknar has a Wounds characteristic of 3, which means although he can take a hit, he can't really take two! You should bear this in mind when setting him up – make sure that he can't be eliminated by an enemy fighter in the first activation – and also when committing him to a charge. Be sure that he's well positioned to avoid lethal retaliation, or that you're making a sacrifice that gains you more than you lose, for example by taking out a fighter that is key to your opponent's strategy. You can always include the Heedless of Pain (4) upgrade in your deck to give Draknar a bit more staying power.

BEASTLY INSPIRATION

Grashrak's Despoilers all share the same Inspire condition: that two enemy fighters are out of action. As soon as you achieve this, through fair means or foul, you'll find that your fighters become more powerful and dependable and even learn a new trick or two. This should definitely be part of your game plan!



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MURGHOTH HALF-HORN

The final of your front-line fighters, Murghoth is versatile if not necessarily remarkable. He has a Wounds characteristic of 3 and a 2 X, 2 Damage Attack action that, combined with his Move value of 4, means that in a pinch he can get things done. However, you'll most likely want to bolster his efforts, whether with supporting fighters or some helpful upgrades, spells, and/or ritual support from Grashrak.

Murghoth, like the other ungor in the warband, is a **Hunter**. **Hunters** are new to Warhammer Underworlds and feature prevalently in Beastgrave. Although there are no associated rules for being a **Hunter**, there are certain cards that only work when you have one or more **Hunters** in your warband, or that can only be given to **Hunters**. Snare (5) is a prime example, and it can be used to deal that all-important extra point of damage to take an enemy fighter out of action.

For all this, Murghoth is more likely to be relevant later in the game – earlier on, your opponent has more to worry about from the likes of Grashrak and Draknar, and you're more likely to be activating those prized fighters. You can use this expectation to your advantage, however, as with a choice upgrade or two, Murghoth transforms into a significant threat. Carefully time your gambits and upgrades to give your opponent a nasty surprise and you can bring them to ruin (6,7)!

KORSH 'THE SNEAK'

Korsh is a cunning old ungor and a keen proponent of the ambushes that make these less imposing fighters still a fearsome prospect. Another **Hunter**, Korsh brings some versatility to your warband and has a unique action that allows him to disappear from one edge hex and reappear in any other edge hex (8). As anyone who has played the Hidden Paths ploy from Shadespire will know, this is a very powerful ability, almost regardless of the fighter using it. So don't dismiss Korsh with his Wounds characteristic of 2 and his Damage of 1 – he's actually one of the most useful fighters in your warband.

To make the most of Korsh, set him up in an edge hex so that you'll be able to use his special ability at a moment's notice (a hex at the back of the battlefield is probably best, to keep him out of harm's way). It's also worth trying to ensure that there is at least one objective token on an edge hex in your opponent's territory, all the better to take advantage of Korsh's mobility.

When the time is right, use his ability to completely change the face of the battle. It can enable you to score Conquerors (9) early on, or to contribute towards Despoilers (10), Raiders (11), and Swarm the Battlefield (12). In addition, it can be used offensively; try popping up adjacent to one of your opponent's key fighters and playing Spinetoad Toxin (13) or Madness Dart (14) to seriously reduce their effectiveness. I've found it can be worth sacrificing Korsh just to pull this off against fighters like Mollog or Stormsire!



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GNARL AND USHKOR

Making up the numbers are Gnarl and Ushkor, two more ungor **Hunters** to complete the warband. With a Wounds characteristic of 2 each and Attack actions that only have Damage 1, these fighters will never set the world on fire (though not for lack of trying), but if your opponent underestimates them, you'll find they have the potential to cause a lot of mischief.

First, there's the fact that each of them has a shortbow, giving them an Attack action with a Range of 3. When you combine this with their Move characteristic of 4, they can threaten fighters that are seven hexes away. Not too shabby, particularly if you've placed a lethal hex so that if you push the target back they are dealt further damage.

Then there are a number of sneaky ways to get more out of these fighters. Vile Invaders (15) lets you push two friendly **Hunters** up to two hexes each – perfect for grabbing objectives or surrounding an enemy fighter without gaining Move or Charge tokens. Weight of Numbers (16) gives a **Hunter** +1 Damage if you have a supporting **Hunter**. Note that there's no Range restriction on that card, so you can increase the Damage of the ungor's shortbows, which can be a nasty surprise.

Of course, if you want to make one of these fighters a threat your opponent simply can't ignore, give one of them an upgrade like the Amberbone Hammer (17). The improved Attack action means that they stand a far better chance of taking an enemy fighter out of action and gaining you glory.

WHAT'S THE PLAN?

So now we've looked at the fighters, what do we want to do with them? Grashrak's Despoilers are a flexible warband, so you can tailor their play-style as it suits you. However, if you're looking for somewhere to start, I say you can't go wrong with a decent mix of objective and aggro play with this warband. The number of fighters available to you, and their relatively high Move characteristics, mean that grabbing objectives should be part and parcel of your game plan.

Making the most of these strengths, you could consider Despoilers (10) and Temporary Victory (18), which are great objectives that you should be able to score in most games. Similarly, Swift Capture (19) should be relatively simple to score. Slightly more challenging, but still certainly within reach in almost every game you play, are Path to Victory (20) and Coveted Spoils (21). Path to Victory relies on a mix of aggressive and objective play, which makes it a great fit for this warband; while your ungor's are grabbing objectives, Draknar can make the crucial kill you need to score this objective. Coveted Spoils, meanwhile, is an objective that looks harder to score than it is. First of all, it doesn't matter whose fighters are holding the objectives, as long as they are held, and second, you can include cards in your deck that make it relatively simple to remove objective tokens from the battlefield or flip them to turn them into lethal hexes. If you take spells like Abasoth's Unmaking (22), Invert Terrain (23), or the Lethal Snares upgrade (24), you'll find you have to do much less work to score this objective.

WHAT ARMOUR?

Although they do not all have the most damaging attacks, the warriors of Grashrak's Despoilers do have some sneaky ways of ensuring they land a hit. Grashrak and Draknar both gain Cleave when they are Inspired, giving them a boost against fighters with a **D** Defence characteristic. Similarly, Ushkor's shortbow gains Ensnare when he is Inspired, giving him a similar advantage against fighters with a **C** Defence characteristic.



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On the aggro side of things, you've got a number of great objectives to choose from. With a bit of care you'll find that you can score Proven Superiority (25) quite reliably. You just need to make sure that you take care of Grashrak, so it's best to send Draknar off to claim the enemy leader's head. Grashrak's Despoilers have a couple of objectives that check how many fighters have been taken out of action: there's Bloodshed (26), which requires three enemies out of action, and Survival of the Fittest (27), which requires five fighters (enemy or friendly) out of action and at least one surviving friendly fighter. Whether you include just one or both these in your deck may depend on how optimistic or pessimistic you are, but I'd often take just the latter over the former. An aggro objective that you should always consider is Killing Blow (28), which you score when your fighter takes an enemy fighter out of action in a single Attack action. Draknar should be able to do this in almost every game, particularly if you make use of the warband's numerous ways of making his Attack actions more reliable.

Some of the best of these are Bull Charge (29), which gives you an automatic success for an Attack action with a **X** characteristic; Blood Taunt (30), which gives you +2 Dice; and Bloodcrazed (31), which gives you +1 Damage. It's also always worth bringing Great Strength (32). It's an oldie but a goodie that will bring many more enemy fighters within reach of that coveted one-hit kill.

If you build your decks along these lines, then your game plan looks something like this: you'll try to use your weaker ungors to hold objectives, using movement tricks to get them where they need to be to score those all-important surge objectives. Meanwhile, you'll be picking your moments with Draknar and Murghoth, striking when you see an opportunity to take an enemy fighter out of action while minimising risk to yourself. All the while, Grashrak hovers behind these two front-line fighters, supporting your warband with his magic and committing to the fight only when necessary to secure a kill. Use your cunning and you'll be sure to reap great rewards!

WHERE TO START

When setting up your warband, you'll want to have your game plan in mind. With six fighters in the warband and only seven starting hexes on each board, you'll only be able to leave one starting hex vacant. This means that you're very unlikely to be able to set up your fighters without one or two of them being at risk from a first-activation charge (and you're less likely to have the first turn because of the number of fighters in your warband).

You should be careful about the order in which you set up your fighters and make sure that you're taking your opponent's set-up into account. It's usually best to start by setting up Korsh. He'll go in a starting hex on an edge hex, surprising no one but giving you a chance to get a little more information about your opponent's plans before setting up your other fighters.

Next will probably be Gnarl and Ushkor. You can afford to lose one or both of these in all but the closest of

games (though you shouldn't just throw them away). If your opponent's fighters can generally take your fighters out of action with a single Attack action, then these ungors will be occupying your riskiest starting hexes. Otherwise they're probably best set up on the fringes, giving you a chance to see where your opponent's fighters are going.

When setting up your remaining fighters, try to make sure they're not in a position where they can be taken out of action in a single activation, but also not too far from the fight. Grashrak can afford to be set up further back than Draknar or Murghoth, as his spells mean he can still be useful even when he can't make a Charge action. If your opponent's fighters struggle to muster enough damage to take your better fighters out of action, don't shy away from the hexes closest to your opponent's territory; your fighters can afford to take a hit and then retaliate in this situation.



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SKAETH'S WILD HUNT

Skaeth's Wild Hunt are a fierce hunting band of five models, devoted to the elimination of anything that violates nature's order. They are the natural enemies of Grashrak's Despoilers, and well equipped to counter their threat. They are swift and skilled but somewhat fragile, so you will need to use them with care to get the most out of them. Let's start with the fighters.

SKAETH THE HUNTSMAN

Skaeth is the leader of the warband, a **Hunter** and its strongest fighter. He has a Move characteristic of 5, a \heartsuit defence which improves when he Inspires, and 4 Wounds, making him quick and tough. He has two Attack actions. The first is his one-use javelin, with a Range of 3 and Damage of 1 (but +1 Damage when made during a Charge), and the second is his kicking hooves, with a Range of 1 and 2 Damage. No fighter in this warband can deal 3 Damage in a single Attack action at the start of the game, which is something that you'll have to bear in mind, particularly against some of the tougher warbands. However, when Skaeth becomes Inspired, his kicking hooves Attack action becomes **Scything**, which means it targets all adjacent enemy fighters. This potentially allows Skaeth to eliminate two or three weaker fighters at once with a well-timed charge.

Like all of the fighters in this warband, Skaeth is best used carefully. Although he's tougher than your other fighters, he isn't invincible and you

can't just charge him in recklessly. Instead it's best to set him up somewhat away from his enemies, safe in the knowledge that his high Move and his ranged Attack action will allow him to strike pretty much wherever he wishes when the time is right.

To get the most out of this fighter, you want something to increase his damage output. Some of the best options here are Great Strength, Snare, and Shield Slash (1), an upgrade unique to Skaeth that gives him a Damage 3 attack. To increase his staying power (and make sure that he gets to make more Attack actions) consider taking Great Fortitude (2), Hale Charm (3), and Kurnoth's Mark (4), a combination that increases Skaeth's Wounds, reduces the damage he is dealt, and allows you to re-roll one defence dice in his defence rolls.

KARTHAEN, HUNTCALLER

While Skaeth leads the hunt, Karthaen marshals it with a call from his hunting horn. Karthaen acts almost as another leader in your warband, and has a very respectable set of characteristics with a Move of 4, Defence of 2 \heartsuit , and 3 Wounds, as well as a 2 \spadesuit , Damage 2 Attack action. In addition, he's a **Hunter** and a level 1 **wizard**, giving him a ton of utility. As if that wasn't enough, he also has a unique action: he can use his hunting horn to allow you to re-roll any number of dice in the next attack roll you make for a friendly fighter. This is often a great first action in a game, particularly if you have drawn Cry of the Wild (5) in your starting hand.



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While he is a decent fighter, Karthaen brings too much to the table for you to risk him early in the game. When he is Inspired, he becomes a level 2 wizard and his Move and Damage increase, at which point he is a serious threat to your opponent. It makes sense to set him up out of harm's way so that you can get him Inspired and then put him to work. If you're worried about keeping him safe, Spectral Armour (6) makes the most of Karthaen's \mathcal{C} Defence characteristic, making it easier to keep him alive until the later stages of the game.

Might of Kurnoth (7) is a spell that Karthaen can use at any point in a game, but if you use it early on it can give a crucial damage boost to one of your fighters, bringing more enemy fighters within range of a one-hit kill. Song of Swiftness (8), meanwhile, makes your already-quick warband even faster, and used early in a round it can have a massive impact. When you're ready to commit Karthaen, you can use Fleet of Foot (9) and Swift as the Wind (10) to set him up for a charge that your opponent couldn't anticipate.

SHEOCH, KURNOTHI TRACKER

Sheoch is one of two Kurnothi Trackers in the warband, and one who prefers to fight up close and personal (though only on his terms!). He's a **Hunter** like most members of the warband and has a pretty decent set of characteristics, with Move 4, 3 Wounds, and a 2 \mathcal{A} , 2 Damage Attack action. When he's Inspired, this Attack action gains another dice and **Cleave**, at which point it becomes one of the most reliable attacks you can

have. However, with only 1 \mathcal{C} Defence, he's not exactly the toughest fighter around, and you have to be careful about how you use him.

With a surprise boost to Sheoch's speed, for example with Downwind (11) or Tracking (12), you can quickly close the distance between the tracker and an enemy fighter that makes for easy pickings. Just try to make sure that Sheoch can't be charged in return. If there are no obvious targets initially, you may find it better to look for an opportunity to boost Sheoch's damage with Sting of the Ur-Grub (13) or Might of Kurnoth before committing him, or use Snare after one of his Attack actions to finish off an enemy fighter. If his attack fails to eliminate his enemy, you could instead follow up with a Madness Dart (14) to dramatically reduce the effectiveness of some fighters.

ALTHAEN, KURNOTHI TRACKER

Althaen is a similar fighter to Sheoch, but instead of a Range 1, Damage 2 Attack action, hers is Range 3 and Damage 1. This makes her a very versatile fighter with just a little support from your cards. Her ranged attack means that she is one of the easier fighters in the warband to Inspire safely, and also allows you to make the most of lethal hexes – dealing damage from a safe distance and driving enemy fighters back into lethal hexes to finish them off. To make the most of this tactic, give her the Divine Strength (15) upgrade, which grants her Attack actions **Knockback** 1, and include Kurnoth's Snare (16) in your objective deck.



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Once Althaen is Inspired, her Attack action gains **Ensnare**, which is perfect for taking out those enemy fighters with a Defence characteristic. Many of these fighters sport multiple defence dice, but you can turn that to your advantage with **Fateful Strike**, scoring a glory point simply for making a successful Attack action. You could also include **Gathered Momentum (17)** in your deck, which becomes very easy to score with Althaen Inspired.

Despite all of this utility, Althaen can struggle to have an impact on some fighters because of her lower Damage characteristic. If you want to make her a more significant threat to enemy fighters, you could include **Fast Shot (18)** in your power deck, giving her the ability to attack two times for the price of one, or the **Larval Lance (19)**, an upgrade that grows in power as the game progresses with a pretty terrifying impact in the third round.

LIGHAEN, MALKYN

The final member of the warband is the feline malkyn, Lighaen. Lighaen is quick, with a Move of 5 right from the start of the game, but is otherwise your weakest fighter, with a 2X, Damage 1 Attack action and only 2 Wounds. On top of that, Lighaen cannot hold objectives or be given Attack action upgrades.

Don't let this put you off, however, as this diminutive fighter has its uses. As the most expendable of your fighters, Lighaen is the best choice if you need to soften up an enemy fighter

INSPIRING CHARGE

The fighters in Skaeth's Wild Hunt become Inspired if they have a Charge token at the end of a phase. A fairly common way to use Skaeth is to set him up towards the back of the battlefield and then make a Charge action in your fourth activation of the first round, giving you a high chance of him starting the second round alive and Inspired so he can really go to town.

It can be tempting to make a Charge action with each of your first four activations, but this isn't likely to go well for you – your fighters are simply too fragile to absorb the inevitable retaliation. Instead, pick your moments and expect to Inspire your fighters one-by-one across the length of the game.

There are a few neat tricks you can use to Inspire your fighters. There are the ever-popular **Blazing Soul (20)** and **Regal Vision (21)** that allow you to Inspire a fighter of your choice, but also consider **Tome of Glories (22)** and **Bag of Tricks (23)**. The 'downside' of the actions on these upgrades becomes a bonus with this warband!

It's also worth looking at Attack actions with a Range of 3 or more, which allow your fighters to charge while staying at arm's length. Two of your fighters have these already, and Lighaen can't have Attack action upgrades, but you could consider **Vicious Darts (24)** for Karthaen and **Seeking Stones** for Sheoch (25).



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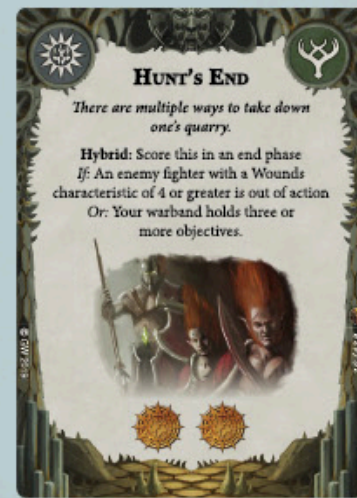
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SOULBINDING

An honourable mention goes to Soulbinding, which you score for casting a spell. This is a very simple objective to score, but it does rely on you building spells into your power deck. Whether or not you include this card in your objective deck will be determined by how big a role you expect Karthaen to play in your games.



to allow one of your more valuable fighters to finish them off, or if you want to deliver a **Poison** gambit to an enemy fighter. With its Move of 5, your opponent will be hard pressed to avoid a charge from this fighter, though you'll find its attacks are more likely to succeed if Karthaen has first sounded his horn.

Additionally, you can use your power cards to bring Lighaen into position to support your other fighters' Attack actions. Use cards like Fleet of Foot, Hunt in Concert (26), or Pounce (27) to bring Lighaen adjacent to your target, and then for maximum impact play Strike in Concert to gain a point of damage on your Attack action as well.

Finally, you can make Lighaen into a surprisingly effective nuisance for your opponent. If you include the Hunting Aspect (28) upgrade in your deck, Lighaen can become a Move 7, Dodge 3, Wounds 3 monster for the bargain price of one glory point. At that point there's no avoiding its charges, and if you put the malkyn on Guard it'll

be nigh unkillable to boot and can deny an objective to your opponent. You could also give it the Lethal Snares (29) upgrade and use it to flip feature tokens, effectively removing objectives from the battlefield.

WHAT'S THE PLAN?

So with the fighters out of the way, what's our plan? Skaeth's Wild Hunt is another flexible warband, giving players a lot of options. You could easily build a deck around Skaeth himself, or Karthaen, but a more well-rounded balance of aggression and objective play that utilises the strengths of all your fighters is again a good place to start.

You can use similar tricks to those employed by Grashrak's Despoilers when looking at capturing objectives: Temporary Victory is a great card for this warband, too, and if you include Path to Victory in your deck, then you'd do well to take Hunt's End (30) as well. If you decide to take Coveted Spoils, meanwhile (along with a number

SUBTLE STRENGTH

It's easy to underestimate the strength of Skaeth's Wild Hunt at first glance, but when they are used effectively, you'll be surprised at how hard they can hit. Always try to engage with enemy fighters on your terms and make the most of your fighters' ability to support each other to take down tougher fighters. Generally your fighters' Attack actions are very accurate, which means if you can pick your moments to attack, you can be relatively confident of success. This may mean playing a bit of a cagey first round and not necessarily aiming to Inspire all of your fighters straight away.





of tricks for reducing the number of objective tokens on the battlefield) then Purifying Rites (31) is a great fit. With this card you can score two glory points from holding a single objective token, depending on how the battlefield is set up.

Your aggressive objectives, meanwhile, can give you the opportunity to rack up glory points swiftly. With just a bit of luck, you could score Ritual Kill (32), Run Down (33), and Run Through (34) with a single Charge action from Skaeth, and the last two of these objectives will be scoreable in almost every game you play. Slay the Corrupted (35) is an objective that will be within reach in many games, but it will require supporting cards in your power deck for when you come up against tough three-fighter warbands.

A decent plan to start you off each game is to try to focus on controlling your territory. You'll look for opportunities to grab objectives in your half of the battlefield as well as to make relatively safe Charge actions to score your aggressive

objectives and Inspire your fighters. Move and push tricks in your power deck will make this easier to do and may give you the chance to get in a cheeky kill that your opponent didn't expect. It's worth noting that it can be to your advantage to go second in the first round. This gives you the opportunity to (nearly) guarantee a Charge action from one of your fighters without reprisal, letting you Inspire that fighter.

In the second round, with the enemy ranks thinned out a bit and one or two of your best fighters Inspired, you can then strike confidently into enemy territory, relying on your accurate Attack actions (augmented with an upgrade or two) to remove any threats to your fighters as they advance. Shift the tempo of your attack to suit your objectives. Make sure that whenever you move or make a Charge action with one of your fighters you're increasing the likelihood of scoring both your aggressive and objective-controlling cards. Don't overcommit, and you'll find that you can make your opponent pay dearly for every mistake!

HUNT'S END

That brings us to the end of this guide. I hope that you've found it helpful, and I'd love to know what you think. Do you have some favourite cards or tactics that you think I've missed? Is there a warband you'd like me to feature in a future article? Let me know at whunderworlds@gwplc.com and you might see your suggestions appear in *White Dwarf*.

WHERE TO START

Again, consider your game plan when setting up your warband. You'll be leaving two starting hexes vacant, which will almost always be the ones closest to your opponent; your warband will find it easier than almost any other to close the distance when it suits you. If you have to set up a fighter in a risky position, it's best to make it Lighaen, unless you're sure that another of your fighters will survive a first-activation charge.

Lighaen is probably the fighter that you'll set up first. Your game plan is unlikely to rely on the malkyn, and the more information you have from your opponent before setting up your remaining fighters, the better.



Althaen and then Sheoch are likely to be next. If you set up these fighters adjacent to objective tokens, you'll find that Hunt in Concert can make some objectives trivial to score. Bear in mind Althaen's attack range and try to ensure that you can use her to harass your opponent's fighters to the best of her ability.

Karthaen will probably be set up next, and further back than your other fighters, ready to cast spells or sound his horn. Unless you're being very aggressive, he's only likely to charge an enemy fighter that strays into your territory in the first round.

Finally, Skaeth goes last, preferably in a position where he can't be charged but is able to make a Charge action to target a fighter in as many of your opponent's starting hexes as possible. If you have drawn a hand that includes an objective that you can score early, and a damage upgrade (or Shield Slash), you might be a bit more gung-ho with Skaeth, depending on who you're up against, but remember that he's not invincible!

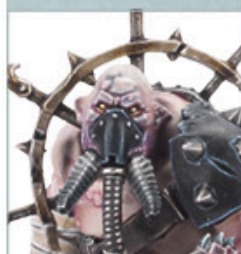
THE KISS OF DEATH

The interior of the Blackstone Fortress is vast and unfathomable, a terrifying place where the denizens of Chaos lurk around every corner. But what if something enters the fortress that makes even the Dark Gods' followers cower in fear?



There are few beings in the galaxy as feared as the Solitaire. To the craftworld Aeldari and their dark kin, the Solitaire represents their greatest fear: the Chaos God Slaanesh, who hungers after Aeldari souls. To the lesser races, the Solitaire is the subject of countless battlefield horror stories, a warrior so destructive that those who survive the encounter are left mentally scarred by the experience. There are tales of Solitaires slaughtering entire platoons of Astra Militarum troopers, their lithe forms sliding between Guardsmen with inhuman grace, lifeless bodies tumbling to the ground as they pass. Personal force fields and suits of high-tech armour offer little protection from them, either; commanders, warlords, and warbosses are all easy prey for the Harlequin's deadly kiss. To encounter a Solitaire on a battlefield is terrifying enough; if one were to be let loose in a Blackstone Fortress, they would be a nightmare incarnate.

BIGGER FOES!
 Hostile players may find the Solitaire quite a tough prospect, especially when it can slice through Traitor Guardsmen as though they were really soft unarmoured butter. Maybe a tougher hostile is required – the Chaos Ogryn from the Traitor Command set, perhaps?



THE SOULLESS ONE

Over the next few pages, you'll find rules for using a Solitaire in your games of Blackstone Fortress. As the Solitaire's name suggests, they fight entirely alone, which means a Solitaire will be the only explorer on the board, facing off against a horde of hostiles. A pretty daunting prospect. For the hostiles that is!

The Solitaire is a terrifying foe to face. Firstly, they can make multiple Move actions with a single activation dice thanks to the Blur of Motion special rule. That means – if your dice rolls are high enough – they can launch across an expedition map in a single turn. Secondly, they're monstrous in combat – the Harlequin's kiss inflicts double damage with every strike, while the Harlequin's Caress can potentially slay a target outright. Good luck, hostiles – you're going to need it against the Solitaire!

AN ARMY OF ONE

Blackstone Fortress is a game that can be played as both a single player and multiplayer experience. Whether one explorer takes control over an entire group and leads them to victory, or a group of friends decide to tackle the challenge of the fortress as a team, there are pitfalls and challenges aplenty for all.

But what if a single hero took to the field of battle who was powerful enough to handle the threats of the Blackstone Fortress alone? A warrior so mighty that not even a Chaos Space Marine or an entire group of Negavolt Cultists was enough to give them pause?

Well here it is: a 'what if' scenario in which we present a potent warrior who is quite capable of completing an expedition by themselves, and with activation dice to spare. To set up an expedition using this fell-handed explorer, use the rules for setting up a one-off expedition, with the following changes.

Stage 2: When setting up a one-off expedition, during stage 2, you can pick the Solitaire as an explorer. If you do, no other explorers can be picked. This means that only one player can be an explorer in this expedition, and one other player can be the hostile player.

Stage 3: Note that some exploration cards require more than one explorer. If one of these is drawn during the expedition, draw a different challenge from the remaining challenge exploration cards instead.

Stage 4: Pick an unused explorer initiative card to represent the Solitaire.

Stage 5: Do not set up any spacecraft.

Stage 12: The leader reads the following:

'The denizens of the Blackstone Fortress shift uncomfortably in their lairs. Feral Ur-Ghuls pause suddenly to sniff the air as they travel through the shadows, their predator's instinct recognising an apex threat. Even the deranged minions of Mallex whisper amongst themselves of a fresh terror that hunts them, one that will not rest until they have all been eliminated. Even as such rumours are brutally put down, in the distance, panicked screams and terrified howls begin to echo down the corridors ...'

HARDLY A CHALLENGE:

When making event rolls, use the following table instead of the one in the Combat booklet.

SOLO PLAY EVENT TABLE	
ROLL	EVENT
1	Bring It Down!: Make one attack with every hostile that has line of sight to an explorer. If a hostile does not have line of sight to an explorer, they make one Move action towards the nearest explorer.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Wave after Wave: If possible, every hostile that has been slain during the combat encounter is returned to the battlefield as reinforcements (pg 13 of the Combat booklet).
7-10	Dangerous Conditions: Draw two encounter cards. Any twists on those cards apply for the rest of the combat. If neither encounter card has a twist, repeat this process until at least one encounter card that has a twist on it has been drawn.
11-14	Deadly Escape: The leader replaces the portal furthest from the explorer with a maglev transport escape chamber. If more than one portal is equally far from the explorer, the leader can pick which one to replace. If this event has already been rolled, or if an explorer has made a Summon (4+) action, treat this result as a 'Bring it Down!' result instead.
15-17	Inspiration: The explorer receives 1 inspiration point.
18-19	No Limits to My Slaughter: The explorer can make one Move action and then one weapon action.
20	Lucky Find: The explorer can draw one discovery card.



SOLITAIRES

Solitaires are incredible warriors, able to move faster than the naked eye can follow. None, even amongst the Harlequins, know the true limits of their abilities. Tales exist of Solitaires running up sheer fortress walls, spilling from the shadows inside locked bunkers, and even slowing time itself. Their impossible acrobatics are such that no blade can strike them, nor bolt or blast find its mark upon their flesh. In battle they are utterly lethal, their scything kicks and hammer-blow punches coming so fast that most foes are dead before they even realise the fight has begun. Each individual Solitaire is the equal of a host of lesser warriors.

The first the foe knows of the Solitaire's onset is a shimmering blur of light and colour streaking through their ranks. Then the killing begins. Soldiers fall, eyes widening as heads are severed, throats opened, and hearts pierced. Blood falls like monsoon rain in the wake of a killer too fast to be seen. Only when the Solitaire pauses for a second amidst the slaughter do the enemy get a glimpse of their executioner – a domino field swirling around a lithe form, a grotesquely masked head tilted at a curious angle as the monster regards those it hunts. As the Solitaire flows into motion again, the deaths of those who remain are but moments away.


Solitaires are the strangest of all Harlequins. They conceal themselves amongst craftworld or Commorrite society, hiding their true nature as they wander from place to place.

Only occasionally will these dread figures reveal the monster that lurks beneath the facade, joining a Harlequin masque for a performance or battle before drifting on once more. At such times they speak and are spoken to only in ritual form, and they are feared by most Aeldari as an ill omen.



SOLITAIRE

"She Who Thirsts stalks the fortress now. I could almost find it in myself to summon pity for its victims."
- Peth Rayden



Move: 5 Defence: Agility: Vitality:

WEAPON ACTIONS

Weapon	Range		
	1	2-3	4+
Harlequin's Kiss (1+) ¹		N/A	N/A
Harlequin's Caress (2+) ²		N/A	N/A

¹ **Monofilament Liquifier:** If an attack with a Harlequin's Kiss inflicts a wound or grievous wound on a target, double the damage caused by that wound or grievous wound.

² **Heart Thief:** If this attack was a critical success, the target hostile is slain.

SPECIAL RULES

A Blur of Motion: When an activation dice would be spent for this explorer to take a Move action, reduce its value by 2 instead. If an activation dice would be reduced below 1, it is spent. In addition, in each turn of combat, the Solitaire can perform a gambit without an activation dice being spent.

Impossible Agility: When a Move action is made by the Solitaire, it does not have to halt the move when it enters a hex adjacent to a hostile that is visible to it. In addition, it can move through hexes occupied by hostiles, but cannot end a Move action in the same hex as a hostile.

A Dance of Death: When an activation roll is made for the Solitaire, those dice can be re-rolled.


Holo-fields: If a Move action was taken with the Solitaire this turn, hostiles cannot treat it as visible unless they are within 3 hexes when they attack.

SECRET AGENDA

Make for Move actions and slay one hostile after each Move action in the same activation phase.

SOLITAIRE (INSPIRED)

"She Who Thirsts stalks the fortress now. I could almost find it in myself to summon pity for its victims."
- Peth Rayden



Move: 6 Defence: Agility: Vitality:

WEAPON ACTIONS

Weapon	Range		
	1	2-3	4+
Harlequin's Kiss (1+) ¹		N/A	N/A
Harlequin's Caress (2+) ²		N/A	N/A

¹ **Monofilament Liquifier:** If an attack with a Harlequin's Kiss inflicts a wound or grievous wound on a target, double the damage caused by that wound or grievous wound.

² **Heart Thief:** If this attack was a critical success, the target hostile is slain.

SPECIAL RULES

A Blur of Motion: When an activation dice would be spent for this explorer to take a Move action, reduce its value by 1 instead. If an activation dice would be reduced to 0, it is spent. In addition, in each turn of combat, the Solitaire can perform a gambit without an activation dice being spent.

Impossible Agility: When a Move action is made by the Solitaire, it does not have to halt the move when it enters a hex adjacent to a hostile that is visible to it. In addition, it can move through hexes occupied by hostiles, but cannot end a Move action in the same hex as a hostile.

A Dance of Death: When an activation roll is made for the Solitaire, those dice can be re-rolled.

Holo-fields: If a Move action was taken with the Solitaire this turn, hostiles cannot treat it as visible unless they are within 3 hexes when they attack.

THE ONE-MAN CRUSADE

For nearly two decades, Colonel-Commissar Ibram Gaunt has lead the Tanith First and Only on countless missions to reclaim the Sabbat Worlds from the forces of Chaos. Author Dan Abnett joins us to chat about Gaunt, the Ghosts, and the ongoing crusade.



This year celebrates the twentieth anniversary of *First & Only* – the first book in the Gaunt’s Ghosts series and the very first book released by Black Library publications. Written by world-renowned author Dan Abnett, the novel focuses on a little-known regiment of the Imperial Guard called the Tanith First and Only and their commander, Colonel-Commissar Ibram Gaunt, as they enter the theatre of war known as the Sabbat Worlds Crusade.

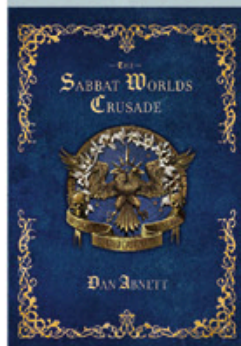
Alongside dozens of other Astra Militarum regiments, the Imperial Navy, Space Marines, and the forces of the Inquisition, the Tanith First and Only are thrown into a war that has already been raging for ten years – a war in which they soon discover that they are an entirely expendable war asset. There is a battle for survival against formidable odds in an uncaring galaxy.

THE SABBAT WORLDS CRUSADE BOOK

Do you want to know more about this awesome new sourcebook? Head over to

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to see the book in all its glory.



First & Only proved to be an immediate hit with both Warhammer and sci-fi fans, and Dan followed it up a year later with the novel *Ghostmaker*, which continued the story of Gaunt and his regiment – now nicknamed the Ghosts.

Now, fifteen novels, several spin-off books, and a handful of short stories later, Dan Abnett is back once more with a new offering – an updated, completely revised, and utterly stunning new edition of *The Sabbat Worlds Crusade*. At over 200 pages long, this hefty tome details the infamous war in exquisite detail – a comprehensive in-world treatise on the crusade as written from the perspective of a loyal servant of the Imperium. Here, Dan joins us to chat about *The Sabbat Worlds Crusade* book, the ongoing saga of Gaunt’s Ghosts, and what the future may hold for one of the galaxy’s most infamous Commissars and his ragtag regiment.

Dan Abnett: When I started the Gaunt's Ghosts series back in 1999, I never expected it to become quite as big as it is. When I got an idea for a new story, I just wrote it. I came up with a new location, some new characters, and a context for it all, and I was off. By the time I got to the sixth or seventh Gaunt's Ghosts novel, I realised that I needed to start making sense of certain things. I was world-building within my own little corner of the Warhammer 40,000 universe, and it needed a bit more structure to it. And that's what led to the creation of the first *Sabbat Worlds Crusade* book back in 2005.

The original book covered the first twenty or so years of the Sabbat Worlds Crusade, with the Ghosts joining the war about ten years in. It was like writing a fake history book, and it was immense fun creating so much new background that wasn't really explored in the novels, such as the legacy of Warmaster Slaydo, the origins of the Blood Pact, and the history of the Sabbat Worlds themselves. It turned out it was exactly what the readers wanted! It also proved to be immensely useful for me, because every time I wrote a new novel, I went back to that book and the map that was in it (I had a large version of it printed out on my wall) and cross-checked everything to make sure I was getting my facts right. It became a primer for me.

Now, fourteen years on, we (as in the Black Library team and I) thought it was time to update that classic crusade book. I'd just finished working on *Anarch*, and it seemed like the perfect punctuation point to create a comprehensive guide to the Sabbat Worlds Crusade. The book covers everything from the early days of the crusade right through to the battle on Urdesh with Anakwanar Sek, and in some respects, even slightly beyond that.

We cannibalised the text from the original book, as it was still perfectly valid reference material, but I thoroughly revised and expanded it, adding loads of new background to give even more depth to the setting. We reframed it, too. We wanted to make it clear that this tome is written by someone in-universe – in this case Ludovik Dypole, an Emeritus tutor professor of Military History at the Scholam Universitariate of Ghereppan, Urdesh. Dypole has taken the original text by Antonid Biota (the fictional author of the original book) and revised it to cover the next decade or so of the crusade. It was all very exciting from my point of view as a writer. I've done world-building in the past, but to create a book that details the world-building and explores that fictional history in such depth was really something. I was able to delve into things in much greater detail (and in a different style) than I ever could in the novels.

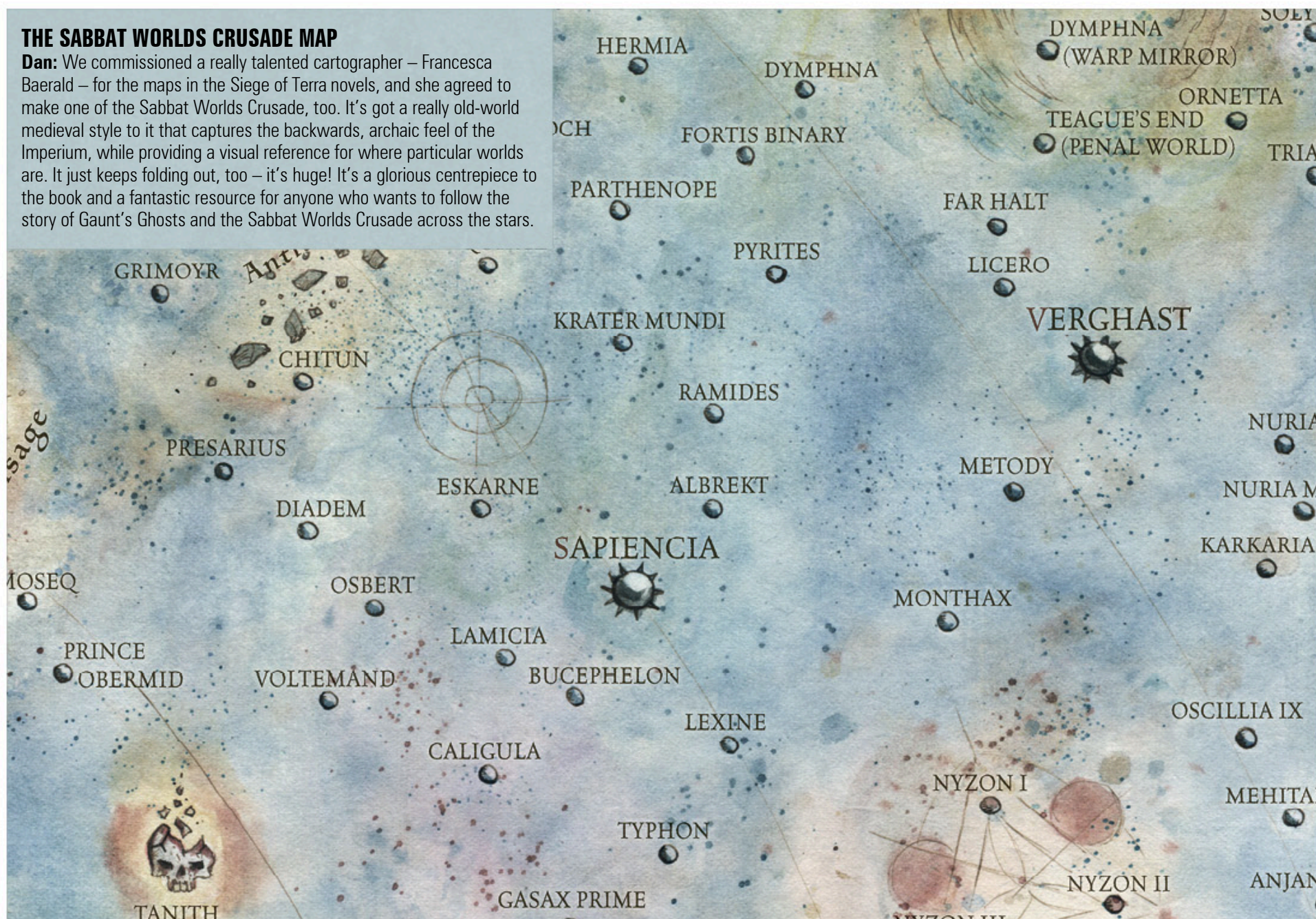


DAN ABNETT

Dan is one of Black Library's most prolific authors, having written over forty novels in the last twenty years. He is best known for Gaunt's Ghosts, the Eisenhower and Ravenor trilogies, and for writing several novels in the award-winning Horus Heresy series.

THE SABBAT WORLDS CRUSADE MAP

Dan: We commissioned a really talented cartographer – Francesca Baerald – for the maps in the Siege of Terra novels, and she agreed to make one of the Sabbat Worlds Crusade, too. It's got a really old-world medieval style to it that captures the backwards, archaic feel of the Imperium, while providing a visual reference for where particular worlds are. It just keeps folding out, too – it's huge! It's a glorious centrepiece to the book and a fantastic resource for anyone who wants to follow the story of Gaunt's Ghosts and the Sabbat Worlds Crusade across the stars.



GAUNT'S GHOSTS BROUGHT TO LIFE

Dan: When all the artwork started coming in for the book, I was particularly impressed by the character vignettes, a couple of which you can see here. I often get asked by fans what particular characters look like, and I give it my best shot. But it's so much harder trying to describe a character to an artist who has to get the details spot on in an illustration. You can't just say they're tall with pale skin and black hair; that's not quite enough for a project like this.

The artists illustrated a number of the Ghosts, plus Vitrian Dragons, Volpone Bluebloods, Blood Pact, Sons of Sek, and others, really showing the variety of regiments and Chaos forces fighting across the Sabbat Worlds. You also get to see the differences in uniforms between the original Tanith troopers, the Verghastites, and the Belladon, right down to their medals, tattoos, and regiment-specific wargear. There are also loads of portraits of major war heroes, which are just stunning.



Dan: I often say that Gaunt reminds me of a young James Coburn. Not necessarily in looks, though that is a part of it, but also in personality and demeanour and the way he holds himself. It helps the artist get a feel for what I have in my head when I'm writing. This portrait of Lord Militant General Ibram Gaunt by Aaron Griffin absolutely nails how I think he looks.



Medic Ana Curth joined the Ghosts after the battle for Vervunhive. A former surgeon from the hive world, she joined Gaunt and ten other members of the regiment when they infiltrated the Chaos-held world of Gereon to assassinate the traitor General Noches Sturm.

'Try Again' Bragg is one of the Tanith First and Only to receive a character vignette in the book. As a heavy-weapon trooper, he carries a missile launcher – what the Tanith often refer to as a tread-fether. He also sports several of the swirling blue tattoos that are common amongst the Tanith troopers.

WORLD-BUILDING

One thing I love about the Sabbat Worlds setting is that it is pretty much self-contained. It means I can write about whatever I like (within reason – I have editors watching me carefully) without getting caught up in established background elsewhere in the galaxy. Like having a well-known character appear who, in another novel or codex, is engaged in a war several billion light years away, for example. I've heard fans jokingly refer to the Sabbat Worlds as the Danniverse – the small corner of the Imperium that I get to write in – and I'm totally cool with that. I love my little corner of the galaxy!

I think the novel series, and *The Sabbat Worlds Crusade* book in particular, helps put the massive scale of the Warhammer 40,000 universe in perspective. This huge crusade has been raging across hundreds of worlds for decades, but it's just one of thousands going on across the Imperium at this time. Imagine a war that has been going on for thirty years across countless stars systems and claiming billions of lives that is almost insignificant in the grand scheme of things. Makes you think, eh? As a long-time hobbyist myself, and someone so deeply immersed in our worlds, I think world-building like this adds to the veracity of the universe we have created over the last few decades. It strengthens the backdrop behind the armies we paint and the games we play.

WHO IS YOUR FAVOURITE GHOST?

Dan: I have multiple favourites, but the simplest answer would be Major Rawne. I have always liked him because he is sort of an anti-hero. He's got a certain quality to him that I find very compelling. Every time I write about him, I find another level to his character. Other favourites include characters like Ayatani Zweil and Sergeant Varl, who are great for injecting a little levity into a situation. You can always rely on them to say something funny in a dark situation, which is often what's needed.



I think this new book also reflects hobbyists' experiences with their own armies – their own personal world-building. When people build and paint an army, they make it their own. They name it, develop its history, and name their characters. When they play games with it, they record their victories on the battlefield as part of their army's history. I'm sort of doing that, but without the models. Gaunt's Ghosts are my army, and the adventures they're having in the Sabbat Worlds are like the games people play. It's like a fictional version of someone's real-life hobby experience.

ONE REGIMENT AMONG MANY

While *The Sabbat Worlds Crusade* book covers the overall war effort, it's fair to say that the book is slightly skewed towards the Tanith First and Only and their involvement in it. But then this is a supplement to the series, so I don't see that as a bad thing at all. Besides, by this point in the crusade, Gaunt has become a very important character, so it's likely that the Tanith First and Only are being scrutinised far more than they were in the early stages of the campaign, and their many military actions are delved into by Professor Dypole for his edition of the book.

So while you're reading about Slaydo or Macaroth's grand strategies and watching their campaign unfold, you can also read how Gaunt – now Macaroth's right-hand man – and the Ghosts are involved in the crusade, where they're



WHICH NOVEL IN THE SERIES IS YOUR FAVOURITE?

Dan: I always say it's the last one I wrote – I'm really proud of how *Anarch* turned out and how it finished off that story arc. However, I would also say that *Necropolis* – the third book in the series – has always been a favourite of mine. It was the point when I realised that Gaunt's Ghosts could actually become a series, and I scaled up the fighting considerably from regular battles to a whole hive city under siege. In movie terms, *First & Only* and *Ghostmaker* were like the prologue or pre-credit sequence. *Necropolis* was the film proper.

ANAKWANAR SEK

Dan: One piece of artwork that did make a return from the original book is Dave Kendall's illustration of Anakwanar Sek. It is so creepy and haunting that we just had to feature it. The piece was actually illustrated before Sek became a prominent character in the series, and he's been illustrated differently several times since that point. There's actually a reason for that – he's got such a domineering, numinous quality to him that people see what they want to see when they look upon him. Some envisage a mighty warlord, others see their worst nightmare. I think this piece is a truly disturbing representation of how he appeared to one particular observer.



fighting at the time, and what part they play in this huge theatre of war. In some cases, they take part in comparatively minor actions, such as in the trenches of Aexe Cardinal. In others, their involvement has a huge impact on the overall crusade, culminating in the battle for Urdesh where they are right at the forefront of the fighting. By this point, the regiment is finally receiving the credit they deserve for their exemplary military record. It was great fun creating the context for the Ghosts and building the world around their stories. It's given me some great ideas about where I can take them next.

THE CRUSADE, ILLUSTRATED

One of the major changes in the new *Sabbat Worlds Crusade* book is the accompanying artwork. The original book was, let's be kind and say 'of its time' – there was a lot of Photoshop involved! This new version contains over fifty new pieces of artwork, and Rachel Harrison – Black Library's talented senior art commissioner – has done an incredible job managing the project, commissioning all the artwork, and bringing it all together to create this incredible encyclopaedia of illustrated knowledge. As each piece came in, she would show me how it looked in the layout, and I would write a new caption for it. Some of the captions are small essays in their own right, making up almost a third of the overall word count. We might have got a bit carried away!

WHO ARE YOUR FAVOURITE BAD GUYS – THE BLOOD PACT OR THE SONS OF SEK?

Dan: Probably the Blood Pact (shown on the left). They've been around longer, and there are more of them. The Sons of Sek (shown on the right) are the newer, improved versions of the originals – kind of like the Primaris equivalent of Cultists. After the events that take place in *Anarch*, though, there are a lot fewer of them around. The Blood Pact are a consistent threat throughout the series. Both cult troops are covered in *The Sabbat Worlds Crusade* book, including new background, illustrations, details on their organisation and uniforms, and loads of cool stuff like that.





The Battle of Balhaut was one of the earliest and most decisive actions of the Sabbat Worlds Crusade, illustrated here by Mikhail Savier. Gaunt – then just a Commissar – fought alongside the Hyrkan 8th regiment and the Silver Guard Chapter of Space Marines.

Alongside illustrations of the various regiments and Space Marine Chapters, you'll also find line drawings of tanks and vehicles, camo patterns, and insignia very much like those found in Forge World's Imperial Armour books, all of them meticulously explained in-world by Dypole. Of course, for hobbyists in the real world, it's a great resource for coming up with colour schemes for your miniatures. I look forward to seeing Urdeshi tank squadrons appearing on Warhammer 40,000 battlefields and Phantine Air Corps units in Aeronautica Imperialis.

Chaos units such as Wirewolves and Woe Machines were a much tougher proposition when it came to illustrations, as not only are they a bizarre concept (compared to a human soldier), they are also many and varied. There's a bit of wiggle room when I describe them in the novels, as people can use their imaginations to fill in the gaps, and they'll come up with an idea in their head of what, say, a Wirewolf looks like. When you need an illustration of one, though, it has to epitomise it. We're not saying every Wirewolf looks the same, but rather that the one presented in *The Sabbat Worlds Crusade* book is an example of such a creature as seen by Imperial forces during the crusade. If you imagine yours differently, though, that's absolutely fine!

Dan: *The Sabbat Worlds Crusade* book has been a real collaborative piece between editors, writers, and artists. The attention to detail that Nick Kyme and Rachel Harrison have gone to are incredible, and the illustrations have allowed me to really delve into the background of the setting. I can talk about the insignia on a trooper's sleeve, what each badge means, what camouflage schemes are employed in which environments, and even what medals were awarded during the crusade.



FUTURE ENGAGEMENTS

I remember thinking when I wrote the first Gaunt's Ghosts book that it would just be a one-off. It wasn't until I was three or four books in that I thought a series might have legs. What I quickly realised was how much I enjoyed writing the novels. There's a lot of action in them, but really they're all about the characters and their growth, development, and relationships – kind of like a futuristic soap opera set in a war zone. I've actually had servicemen and women come up to me at events and praise me for the accuracy of the character interactions. Some of them have even asked me if I'm an ex-soldier! As it happens, it's just a lot of research on my part, but I find it truly humbling that they feel I've captured life on the front line so well. I still keep in touch with several of them, asking their opinions on some of the trickier battlefield situations.

As I say to a lot of people, I decided long ago that I would keep writing Gaunt's Ghosts novels as long as I had new ideas; there's no climactic goal in mind. So while *Anarch* ties off one storyline in the closing stages of the crusade, I already have another story arc in mind. Three books at least, I reckon. I'm writing a *Siege of Terra* novel at the moment, which is immense, but I'm already excited to get onto the next Gaunt's Ghosts story.

SONS OF FULGRIM



Every lunch hour for the last six years, Andy Hoare has slowly been working on his Emperor's Children army for the Horus Heresy. This is the culmination of his work - a vast Legion of Space Marines with which to bring about the ruin of the nascent Imperium.





ANDY HOARE

Andy is the product manager who oversees the creation and development of games such as *Necromunda*, *Blood Bowl*, *Adeptus Titanicus*, and countless others besides. As you can see here, he's also quite a fan of the Horus Heresy!

It was early 2013, and I'd just joined the Horus Heresy writing team in Forge World. Lead writer Alan Bligh said to me that I'd need to choose an army to join in with the studio gaming and to playtest the various rules we were writing. The Horus Heresy game was still new at that point, but I'd received *Horus Heresy Book One – Betrayal* as a wedding gift a few months earlier, so I was already well and truly on the path. I just had to choose a Legion. It took me literally seconds to settle on the Emperor's Children, for several different reasons.

Firstly, I'd always quite fancied collecting an Emperor's Children army for Warhammer 40,000 but never got around to it. By starting a Horus Heresy era army, I could, over time, evolve the collection towards its end point as a fully fledged Chaos Space Marine force.

Secondly, I very much like the noble, Greco-Roman feel found to varying degrees in all of the Legions, but for me, it suits the Emperor's Children especially well given their obsession with perfection. I really enjoy the idea of massively over-the-top military uniforms, like those of ancient history or of the Napoleonic era, so a Legion known for its flamboyance is especially attractive to me.

Thirdly, the IIIrd Legion was present at the very beginning and at the very end of the Horus Heresy, allowing me to play games with them set at many different points in time, right up to the Siege of Terra and potentially beyond. I took this idea further later on when I decided to collect a Loyalist force to go against the Emperor's Children. For that I chose White Scars, as both Legions were present at Terra on opposite sides. Indeed, they fight one another in Chris Wraight's excellent Horus Heresy novel *Path to Heaven*, which alongside several other Black Library Horus Heresy novels was a major inspiration in collecting both armies.

Lastly, purple is my favourite colour!

FIRST FOUNDING

Collecting a Horus Heresy army might seem like a prodigious undertaking, as there's simply so many different options to choose from. So, I started out with the basics: a couple of fifteen-strong Legion Tactical Squads (my favoured size, as they last longer than ten-man squads, but twenty-man squads can get a bit unwieldy) and a couple of characters in the form of a Centurion and a Consul. These were bolstered by a five-man Legion Tactical Support Squad armed with plasma guns and a five-man Legion Heavy Support Squad armed with plasma cannons, which both became ten-man squads pretty

Right: 'My goal is to have one of each type of Legion Consul in my army,' says Andy. 'Here you can see the Master of Signals, Praetor, Librarian, Chaplain, and two Champions. The Librarian is converted from a regular Tactical Marine, because at this point the Emperor's Children were still obeying the Edict of Nikaea and weren't officially fielding psykers in their armies. His outstretched power-casting hand comes from the Dark Angels Librarian model from the Dark Vengeance boxed set.'

Opposite: 'This is my Brethren of Iron detachment, which enables me to field maniples of Battle-automata led by Legion Praevians. At the front you can see my Legion Moritat, while at the back is my Legion Falchion Super Heavy Tank Destroyer.'





THE HORUS HERESY

rites of war

Like all the Space Marine Legions of the Age of Darkness, the Emperor's Children have access to a range of Rites of War – suites of special rules that allow you to theme the force around a particular type of warfare whilst limiting it in force selection. You don't have to use any Rites of War, and indeed, most of the time I don't do so, but every now and then I like to switch things up by using one of the common Rites or one of those specific to the Emperor's Children.

The iconic Rite of War of the IIIrd Legion is the Maru Skara, a finely balanced combined-arms tactic that represents the Legion at the height of its perfection before its fall to the excesses of Slaanesh. This Rite allows you to launch an outflanking attack in a (secretly) predetermined turn with a number of your elite units, and when it works, it can be highly effective indeed.

Another Rite of War that many Emperor's Children players get a lot of use out of is one called the Third Company Elite. It focuses on the use of Kakophoni squads, which were becoming increasingly common as the Heresy progressed. So far I only have one of these squads, so I haven't yet utilized this Rite of War. But I have three more of these units on the painting table, so it's only a matter of time!

The next Rite of War I plan to utilise is Orbital Assault, in which squads with access to Rhinos can instead take Drop Pods. The beauty of a Rite like this is that it allows you to collect some extra models that, when added to an existing army, completely change the way it plays. I have a bunch of Drop Pods waiting for assembly when the time is right!



quickly. Early on, the army gained a Contemptor-Mortis Dreadnought and a couple of Predators, continuing its growth at a steady pace.

Around this time, I started playing through the highly detailed Istvan III campaign in *Horus Heresy Book One – Betrayal* with my mate Michael Power, who already had a World Eaters army. As we both had Traitor forces, we decided that my army would be Loyalists. After all, it's often fun to play against type and never more so than with Horus Heresy Legions; we're so used to viewing them as either Loyalists or Traitors, and it can be fun to invert these alignments. We approached this as an 'escalation' campaign. We started out small, playing every couple of weeks over most of a year and adding something new most games. When one of us turned up with a Knight, the other would turn up with a big anti-tank war machine to counter it in the next game (this is how I added my Falchion!). My army was led by the iconic (and tragic) hero of Istvan III, Saul Tarvitz, throughout the campaign. This tied the action to the events described in the early Black Library Horus Heresy novels.

That campaign was great fun, and by the end of it I had a decent-sized army and was pretty well practiced in the basics of playing the Emperor's Children. Most importantly, I had a great time. The narrative worked really well, too, and Tarvitz

actually fell in the very last battle, having survived every engagement to that point. Since the Traitors won, we decided that the remainder of the Emperor's Children finally saw sense and swore allegiance to the Traitor cause, setting things up nicely for the next campaign.

DEEPER INTO HERESY

Michael wanted to switch to playing Salamanders for our second campaign. That was perfect, because the Salamanders were at the next battle in the timeline: Istvan V, where they fought the Emperor's Children upon the black sands of the Urgall Depression. We decided that instead of setting the campaign on the surface, we'd use the 'Blood in the Void' Zone Mortalis boarding-action campaign system presented in *Horus Heresy Book Three – Extermination*. The idea was that while the Dropsite Massacre was unfolding below, the Emperor's Children – deployed from a vessel the Loyalists thought was one of their own – would board a Salamanders ship to prevent them from intervening from orbit in the battle happening on the planet surface.

The Zone Mortalis environment presented its own challenges and shaped the way the army evolved, with Destroyers proving themselves especially deadly. The highlight of the campaign was a battle involving the Salamanders Dreadnought special character Cassian Dracos, who the IIIrd Legion

Below: 'These are the elite units in my army – Fulgrim leading his Phoenix Terminators and Eidolon commanding the Palatine Blades,' says Andy. 'Because Eidolon has a jump pack, I converted the Palatine Blades to wear them, too, giving me a seriously powerful strike force. I also converted Fulgrim's blade using a Grey Knights Terminator arm and the flaming sword from the Collegiate Arcane Mystic Battle Wizards set. The Phoenix Terminators are normally transported into battle in the Spartan behind them.'



THE HORUS HERESY

Right: 'When I originally started the army, they were loyalists led by Saul Tarvitz (shown at the front with the double-handed sword),' says Andy. 'I don't tend to use them in my games now, but they're still a characterful part of my collection.'

Below: 'I used a slightly different method for painting my Leviathan Dreadnought. Instead of my usual technique, I sprayed it Leadbelcher and airbrushed it with Eidolon Purple Clear. It's a good way to paint large areas of armour.'

Opposite: 'I love Sicaran Tanks. They're so much fun to paint and game with. The Sicaran Omega is excellent against Legio Custodes units, while the Arcus is perfect for dealing with Mechanicum robots.'





intercepted on the assault deck before he could deploy to the surface. This campaign also saw the first appearance of the Talons of the Emperor in our games when Michael took a single squad of Custodes as allies. These three brave warriors held the bridge of the Salamander's vessel against a pair of Contempts for almost an entire game, demonstrating how tough and effective they can be, even against opponents they can't actually hurt!

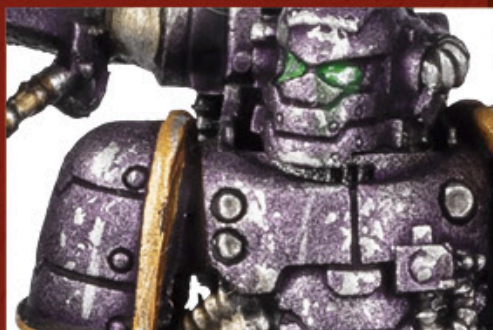
BACK TO THE OLD SCHOOL

By the end of the Istvan V campaign the army was getting pretty big, allowing me to field it in a number of different configurations. My favourite remained a balanced combined-arms force, though, centred around a solid core of fifteen-man Legion Tactical Squads and plasma-equipped Legion Tactical Support and Legion Heavy Support squads. It was this that gave me the idea to play games focusing on what I call the 'Epic aesthetic', or deliberately limiting force selection to the types of unit available in the first edition of the Epic game system. I limited myself to infantry in power armour and Terminator armour, and to vehicles based on a Rhino or Land Raider Proteus chassis. Contempts are allowed, as they are based on the late-eighties Epic-scale ones, as are Proteus pattern Land Speeders, Outrider bikes, and so forth. With so many options open to a Horus Heresy Legiones

WEATHERING

Another area where you could say I've diverted from the normal look and feel of the Emperor's Children is in the heavy use of weathering on all my models. In terms of background, I do this because I imagine the Legionaries and Techmarines in my army simply don't have the time to keep every item of wargear polished to perfection, given the intensity of the conflict they're engaged in. As I'm depicting them in the midst of a campaign, they would look pretty worn and torn.

Another reason for all the chipping, however, is that applying a dab of silver with a tiny bit of sponge to the edges of armour makes for an instant edge highlight!



COLOUR SCHEMES

As I mentioned, purple is my favourite colour. But contradictory as this may sound, I didn't want to go overboard with it, even with the notoriously flamboyant Emperor's Children. The look I had in mind was something a little subtle and desaturated, and based on a metallic effect to match the illustrations in the Forge World Horus Heresy books. Taking some advice from my colleague Keith Robertson, who before he was a miniatures designer was a painter on the 'Eavy Metal team, I went for a Leadbelcher spray basecoat, followed by three washes of 1:1 Druchii Violet and Lahmian Medium. Along with the gold banding and other details, this gave me the overall look I had in mind, and it was a pretty simple effect to paint at that.

Recently, I've found an even easier way to achieve the colour, and with even better results. When mixed 1:1 with Contrast Medium, Shyish Purple Contrast paint achieves the same purple, only with much better coverage and in a single coat, so I'm switching entirely to that method now.

For the vehicles, however, I wanted something very different indeed. Instead of painting them purple, I decided to make them a dusty, metallic black. The reason for this was simple – a picture from a *White Dwarf* in the late eighties of a column of Epic-scale Emperor's Children vehicles and infantry, with all the vehicles painted black. Another picture of the era showed an Emperor's Children Vindicator tank, or rather an early kitbash of one made from toy and model parts, made by none other than Forge World Studio boss Tony Cottrell. Alongside this picture was a caption explaining that later in the Heresy the Emperor's Children fielded their tanks in black because purple paint had become hard to come by. I love historical details like that, and I know several other Emperor's Children players who paint their tanks black too as a result of me pointing them towards that article!



Astartes player, sometimes it's fun to narrow things down and pick a focused theme in this way, and it certainly gives our games a very distinct old-school look and feel.

Fast forward to early 2019, and I was itching to take my army into another phase of the Horus Heresy narrative. To that end, I suggested to my gaming group that we run something set around the middle of the war, during the so-called Shadow Wars period. The Shadow Wars were a series of conflicts fought between numerous scattered forces far from the main Traitor advance on Terra or any of the other famous battles. Given this theme, we decided to use the Shadow War scenarios from *Horus Heresy Book Six – Retribution*, and to use a format of game play that's come out of the Australian Horus Heresy narrative gaming scene called the 'Centurion' format. The basic idea here is to field armies of around 2,000 points in Shadow Wars scenarios, with no vehicles other than walkers, and with the more specialized unit types such as artillery and jet bikes limited to 0-1. These restrictions work really well with what are, for Age of Darkness games, quite small armies. They also really play up the character of small groups clashing in the wilderness far from the main lines.



For this campaign I decided to try a completely different take on my army. I was inspired by the idea that the numerically depleted Emperor's Children were ruthlessly hunting down the Loyalists scattered in the aftermath of Istvan V using every means at their disposal – in this case, ranks of soulless Battle-automata. I built my 2000-point army around a core of six Castellax and three Domitar, a force that appeared very scary on paper but that in practice achieved one draw and exactly the same number of losses and victories over the course of the campaign.

COLLECTING THROUGH THE AGE OF DARKNESS

I decided early on that I would, so far as is possible, collect my Emperor's Children in a way that was informed by the narrative flow of the Horus Heresy. One way this has manifested is in the choice of armour patterns I've used for my units. Initially, I chose units in Mark IV power armour, as this is the iconic pattern for the IIIrd Legion and one they would have had in large numbers at the start of the war. Later on, as supply lines are stretched, Mark V would become prevalent. To reflect this, where possible I started adding squads equipped in this pattern, something I aim to continue with in the future. When I eventually get to the late Heresy, I'll focus on Mark VI, as by the time of the Siege of Terra,

this mark is in mass use by both sides, and it fits the aforementioned Epic aesthetic very well.

I also aim to continue this historically informed collecting in the types of army I can field. Initially, I set out to field armies that were appropriate to the Emperor's Children at the start of the Heresy – tactically flexible and well rounded. Next I focused on elite Zone Mortalis boarding forces, and later on the Automata-heavy 'seek and destroy' force appropriate to the mid-Heresy Shadow Wars. I'm in the process of adding in some Ruinstorm Daemons using the new Esoterist Consul and Daemon rules from *Horus Heresy Book Eight – Malevolence*, focusing on Slaaneshi Daemons. That only seems appropriate given the ultimate fate of the Sons of Fulgrim. After that, my plan is to add enough Drop Pods to deploy the army as a planetary assault force, representing it serving at the bleeding edge of the Warmaster's advance as it crushed one world after another on the road to Terra. I'm also adding in Kakophoni squads to represent these types of idiosyncratic elements increasingly taking over the Legion. By the time the action gets to Terra, I aim to be able to field the army as a full-on invasion and siege force by swapping out the Drop Pods for Termite Assault Drills, perfect for assaulting the walls of the Emperor's Palace itself!

Above: 'I built my lizard riders for a Strike Force campaign,' says Andy. 'I liked the idea of them riding exotic beasts to hunt down loyalists. I use them as an Outrider Squadron.'

'The overall plan with my army is to field all my units in either Drop Pods or Terrax Pattern Termite Assault Drills. I need quite a few more of them, though!'

THE HERO OF ESGAROTH

This month, Jay Clare from the Middle-earth Team gives an insight into how to get the most from his favourite character in the Strategy Battle Game. But just who is Jay's favourite character? None other than the Dragon-slayer himself - Bard the Bowman!



JAY CLARE

Ever since reading that immortal first line of *The Hobbit™*, Jay has been hooked on all things Middle-earth. This month, Jay talks about his favourite character, Bard the Bowman. We had assumed it would be an Elf or Hobbit – but that is mainly due to the lack of beard on Jay's part!

Bard the Bowman has been one of my favourite characters from the history of Middle-earth ever since I read *The Hobbit™* as a child. However, people are often very surprised to hear that Bard is my favourite character and not the likes of Gandalf the Grey, Bilbo Baggins, or Thorin Oakenshield, especially given that Bard only really appears for a few pages in the book.

The reason is this: the big Evil of *The Hobbit™* is the Dragon Smaug, and it is Bard that slays the Dragon. Not the Wizard Gandalf, not the hardy Thorin Oakenshield, and not even the plucky Bilbo Baggins. Instead, it is a normal man of Lake-town that slays the mighty Smaug.

This really spoke to me as a child, as it said to me that anyone could overcome evil if they stood up to it and tried to do good.

In *The Hobbit™: Motion Picture Trilogy*, Bard is also portrayed as a man who always puts his family first. He will do anything to ensure he protects his children, and this character development from the books is a really nice touch that makes him a very relatable character and only adds to the reasons that he is a firm favourite of mine.

It should come as no surprise then that I have used Bard the Bowman many times in the Strategy Battle Game (and to a great degree of success I might add!). After all, who doesn't enjoy using their favourite characters?

So, over the next few pages I am going to delve into my experiences using Bard to provide a tactics article on how you can get the best out of him on the tabletop. Plus, I get to talk more about Bard. And, let's be honest, everyone likes talking about their favourite Heroes, right?

SAVIOUR OF LAKE-TOWN

Positioning is key with Bard the Bowman. In fact, it is probably the most important thing to factor in when playing games with a Lake-town force. Bard's Saviour of Lake-town special rule means that all friendly Lake-town Militia, including the Captains, as well as Heroes such as Bain, Percy, and Hilda-Bianca receive a bonus of +1 to their Fight value when within 6" of Bard. This is a huge bonus, as the Lake-town Militia have a meagre Fight value 2 without Bard nearby, and the Heroes are usually no higher than Fight value 3.

Suddenly, when Bard the Bowman is nearby, the humble Lake-town Militia can hold their own against normally superior opponents such as Gundabad Orcs, Haradrim, or Easterlings.

Bard's Saviour of Lake-town special rule also provides a banner effect to the aforementioned models, giving them a re-roll in each Duel roll they participate. Re-rolls are worth their weight in Mithril in the Strategy Battle Game, so being able to provide them to all friendly models within range is a huge benefit to the army.

If taken as a pure Survivors of Lake-town army, or as a Historical Alliance, then the Army Bonus will kick in, increasing the range of Bard's Saviour of Lake-town special rule to a whopping 12"!

However, with such a fantastic ability being dependant on Bard being in range, you will need to make sure he is always near the rest of your force in order to reap the benefits that Bard offers to your army. If you scatter your army across the board, then Bard will only be able to cover a select portion of the force with his abilities, which means you will not be getting the full benefits. Additionally, if Bard gallops off to go and deal with a large threat away from the main area of the fight, then he is not supporting his troops.

A canny opponent will often try to lure Bard away from his army by 'misplacing' tempting targets such as banners or weaker Heroes on the edges of a battle line, so that if Bard does charge them, then he is not benefitting his army whilst he does so. As enticing as these targets may be, don't immediately charge straight for them – you might be falling into a well-laid trap set for you by a clever opponent.

Whilst it can be tempting to charge Bard headlong into the fray, especially as he can really pack a punch in combat, it is always best to first make sure that wherever he finishes, his move will be benefitting as much of the rest of your army as possible. It should also go without saying that as Bard is so integral to the force, you need to be very careful not to get him killed!

ALFRID

The slimy and conniving Alfrid may not seem like he would help Bard at all. However, Alfrid can provide counsel to friendly Lake-town Heroes, which will grant them additional Might points. As Bard is central to the army, and its only real combat threat, this is hugely valuable – so long as Alfrid doesn't steal Bard's Might, of course!



Below: Bard leads the Lake-town Militia as they charge against the Gundabad ranks, positioning himself in the ideal place so he can benefit as many of them as possible.





Above: When his children are in danger, Bard will fight all the harder to protect them. Should they be in a fight themselves, it is best to send Bard directly to save them!

BILBO BAGGINS

Bilbo is an excellent Hero to use with Bard. When wearing the Ring, Bilbo halves the Fight value of enemy models he is fighting. Couple this with Bard, and the duo can outfight almost any foe. And if Bard has charged on horse, it will often result in whatever Bilbo and Bard are fighting being swiftly slain!



As I mentioned earlier, Bard is very much a family-orientated man who will do anything to ensure that his children are protected. This is the same on the tabletop, especially where his two young daughters, Sigrid & Tilda, are concerned.

When Bard is within 6" of one of the two girls, he gains a bonus of +1 to his Fight value. This takes him up to a rather impressive Fight value of 6, on par with the likes of other great Heroes of Men such as Prince Imrahil, Boromir, and even Aragorn. Suddenly, when he is required to protect Sigrid & Tilda, Bard can hold his own against the very best. Fight value 6 is also great for dealing with the ever-present Ringwraiths that are a staple of many Evil armies, who are themselves only a Fight value of 5.

However, it is important to remember that this benefit ends immediately if Bard moves out of range of the girls, or if they move too far away from him. So make sure they are always close to Bard, but not too close that they are at risk of getting charged and killed. Placing Sigrid & Tilda safely behind two lines of Lake-town Militia but still within 6" of Bard is the best way to go. That way, they are hard to reach for your opponent and still in range of their father.

If Bard is in range of both Sigrid & Tilda, things get even better. Not only does he still gain the +1 bonus to his Fight value as before, but he also may declare a Heroic Combat each turn without spending Might! This allows him to fight and, provided he kills everything he is fighting, can then move and potentially fight again. This is a fantastic rule, as it allows Bard to cut swathes through the enemy ranks all by himself, and as it is free each turn, it is usually a good idea to use it at every opportunity you can.

The obvious way to make the most of this is to charge Bard straight at the enemy, declare your Heroic Combat, kill whatever you are fighting, and then slam straight into more enemy models – and this is often the best way to go. However, this does have other uses. If you do successfully kill everything you are fighting, it might be more beneficial to do something other than simply charging again. Perhaps there is an objective you can claim, or maybe you can get into a great position for next turn. One way you can use Bard is to send him into enemy lines so that he is just in range of Sigrid & Tilda, declare your free Heroic Combat, and then simply move back out of range of your enemy for next turn.

BARD'S GREAT BOW

Bard is such a good combat Hero that players often forget that he is also a master archer; he is Bard the Bowman, after all!

Bard carries a great bow, which, with its Strength of 4, is arguably the best type of bow in the game. Bard himself possesses a Shoot value of 3+, putting him amongst the most accurate archers in Middle-earth, which is suitable given his rather impressive archery credentials.

However, where Bard really stands apart from other archers is with his Rapid Fire special rule. This allows Bard to shoot his bow up to three times in each Shoot phase, so long as the previous shot hits. Any subsequent shots must target a model within 3" of the original target. This is great for either picking off multiple enemies, as even higher-Defence models will be afraid of his Strength 4 great bow, or simply loosing three arrows straight at a single target in order to try to finish them off.

Bard can still utilise his great bow when mounted, something that many players often overlook. Whilst mounted, Bard will be able to move 5" and still shoot his bow, allowing him to not get left behind as the rest of your army marches towards the enemy's lines.



THE WINDLANCE

Perhaps the most unique part about Bard is the fact that he can take the Windlance, and due to Bard's exceptional skill and 3+ Shoot value, it is the most reliable Siege Engine in the game.

At a mighty Strength 10, the Windlance will reliably kill almost anything it hits. Bard can also use his Might points to influence To Hit, To Wound and Scatter rolls for the Windlance, making it even more likely to kill what it targets. Also, when you remember that Alfrid can replenish Bard's Might points, the Windlance can be a truly devastating Siege Engine.

However, perhaps the best thing about Bard's Windlance is the fact that he can fire the Black Arrow with it once per game. When Bard does so, he can re-roll To Hit and In The Way rolls and will always count as having rolled a Dead On! result on the Scatter chart. This means that when the Black Arrow is fired, it will almost always be guaranteed to cause a wound – just make sure Bard has a couple of Might points left in case you roll a 1 to wound!

So, there you have it, an in-depth look at my favourite character, Bard the Bowman. If you are planning on picking up a Lake-town force, then Bard is absolutely essential to the army and, most importantly, a lot of fun to use!

INSIDE THE STUDIO

There's been a lot of Warhammer 40,000 action in the studio this month, be it playing games or painting miniatures. Jonathan is back painting T'au units for an upcoming Battle Report, while Matt and Dan have both painted Space Marines in entirely unsubtle colour schemes. We also got so many people painting models for our Deserts and Ash Wastes article that we had to squeeze a few of them here, too – plenty of inspiration for people who like converted models. Meanwhile, Ben has been preparing some models for a game (more on them next month), Dan played in a weekend campaign with his regular gaming group (would you believe he came in last?), and Lyle's Adeptus Custodes army took on his friend's Kroot Mercenaries. It's been a busy month of hobbying!

BROADSIDE!

Jonathan's latest addition to his army is a pair of Broadside Battlesuits, one of which you can see here. 'I painted it in my army's urban colour scheme, with the bright yellow markings of Ke'Ishan Sept,' says Jonathan. 'I cut up spare bits of buildings to make the bases. I chose to arm them both with high-yield missile pods for two reasons. One: missiles! Two: missiles! You can't go wrong with lots of missiles!'



BATTLE COMPANIES

A while back, our former photographer Martyn challenged all the Dwarfers to paint a Battle Company for the Middle-earth Strategy Battle Game. Well, Matt was the first of the team to finish – he painted a Dwarf warband from Khazad-dûm. 'I painted them mostly using Contrast paints,' says Matt. 'I basecoated the metal Leadbelcher, then all the blacks, browns, and red cloth were painted using Contrast paints. I applied regular edge highlights as normal.'



TASTY GOLDEN SNACKS

Lyle and his friend Andrew fought an Open War mission – The Prize – with the Meeting Battle twist. Despite the fearsome reputation of Lyle's Adeptus Custodes, they couldn't recover the objective from the Kroot. You can see more of Andrew's converted models in next month's issue.

FIRST BLOOD

It's taken a while, but Dan has finally got his Blood Angels army off the ground. 'I now have a Lieutenant, three Inceptors, and these ten Intercessors – enough to start playing some small games,' says Dan. 'I went a bit old-school with their colour scheme, giving all the battle-brothers black shoulder trims, while the Sergeant and Squad Leader both have black pads with red trims. These Intercessors are the 4th squad of the 3rd Company, as denoted by their markings.'



As we come to the end of the magazine, we take a look at the games people have been playing and the models they've been painting in the studio over the past month. This issue: Dwarves, missiles, golden boys, red boys, a big aircraft, freebies, and several tanks!



PREPARING FOR A SIEGE

Matt has painted the first tank for his Horus Heresy Imperial Fists – a Vindicator Laser Destroyer. 'I was inspired to paint it after seeing the painting guide by Mark and Phil in

April's issue,' says Matt. 'I painted it with lots of chips and battle damage. As suggested in the article, I used a piece of sponge to achieve the effect, stippling on Dorn Yellow then Rhinox Hide to create the chipped paintwork.'

FREE STUFF!

You can't have failed to notice that this issue came in a lovely (not to mention recyclable) card sleeve filled with festive goodies. The rules for using the Ur-Predator card can be found in this very issue, while the other cards can be included in a variety of games. The art print of Saint Sabbat is just really lovely!



THERE'S NO SAND IN THEIR BOOTS!

James Perry painted a squadron of Leman Russ tanks in desert camouflage for his Astra Militarum army. The camo pattern was achieved by spraying the tanks Mournfang Brown, covering up patches with adhesive

putty, then spraying the tanks again with Zamesi Desert. James then applied Rhinox Hide and Ushabti Bone by hand to create the stripes. The tanks were all converted to have unique crew in the cupolas, plus extra stowage and battlefield modifications.

VALKYRIE – BY ANDY HORSLEY

Like James, Andy also painted a vehicle for Galactic War Zones; we just ran out of space for it. He converted his Valkyrie by adding autocannon turrets (taken from Aegis Defence Lines) beneath the wings and a gatling cannon

from the Redeptor Dreadnought kit. Andy airbrushed his Valkyrie with a mix of Khorne Red and Xereus Purple, then used a salt-weathering technique to mask off areas of the model. Next, he sprayed it Zandri Dust before brushing off the salt to reveal patches of corrosion beneath.



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